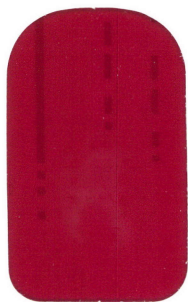
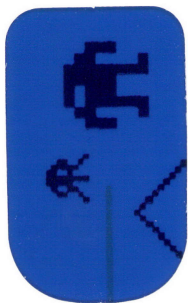
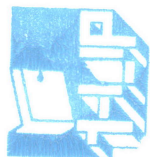


ADVENTURES IN VIDEO GAME CULTURE









Hi,

Welcome to 1-UP, Issue 2. Where no matter how many millions of polygons your engine can compute, 2D still lives! Even with games and movies that claim to have fully immersive worlds, the first pixel began with side or top- scrolling, or even no scrolling. It's weird to think how the early games are eons away from the current stuff. When Atari was first out, it was like nothing I had ever seen (I was 6 so I wasn't hard to please). When NES came out, it was again, the height of consumer technology. Then, when SNES Street Fighter II hit the streets, my mind was totally blown! Each time a new technology entered the market and into our living rooms, I remember thinking, "It can't ever get any better than this!" Now video games are at a state where the pixels and motions per second practically match that of reality. From witnessing the evolution of this medium, I know that it can get much better this. While games and the industry still have much to learn in terms of being socially responsible and mature about content, I am hopeful that we who care about the medium will make it better.

I publish 1-Up to make sense of our relationship to technology as well as to chronicle the culture surrounding video games. Apparently lot of you out there are also interested. After releasing Issue #1, we got tremendous interest and positive responses from old time gamers, new gamers, boys/ girls, and anyone who could relate to digital entertainment. We appreciate it and thank you for supporting us!

This issue includes personal stories and interviews with people who carry on the history of video games; the inspirational Walter Day, the Official Video Game and Pinball Scorekeeper of Twin Galaxies, and also the Minibosses, the awesome band that breathes new life into 8-bit favorites. Also, the cover of this issue pays homage to all things 2D. *So put on your 3D glasses. Match the red lens with the your left eye. Hold at arm's length.* Because even when our TV screens are just flat (2D), games help us find a new dimensional inside them.

xoxo, Raina

# TABLE OF CONTENTS

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**8 SAVE THE ARCADE** *by Raina Lee* The Pak Mann in Pasadena, CA  
**11 WALTER DAY INTERVIEW** *by Raina Lee* The Official Video Game  
& Pinball Scorekeeper drops science **16 MARIO SUNSHINE** photo  
collage *by David Harlan* **18 I LOVE/ HATE E3** *by Raina Lee*  
**23 INTELLIVISION LIVES** forever in our hearts **24 LE TIGRE**  
**LIKES...**feminist video game zines **25 WEIRD VIDEO GAME HABITS**  
speak for themselves **27 MICROPROCESSOR** nerd history **28 DRAW-**  
**INGS** *by Dave Kiersh* **29 THE MINIBOSSES INTERVIEW** video game  
music cover band = rad **33 THE ULTIMATE GAMER** illustration *by*  
*Martin Cendreda*, text *by Raina Lee* **34 REVIEWS** books and  
music relating to our favorite topic **37 SKIING** competitive  
slalom and downhill **39 VIDEO GAME PIRACY** *by Raina Lee* because  
sometimes fake can be just as good **46 LETTERS** *by You!* **47 PAC**  
**MAN LAST SEEN** on Wilshire near the El Rey **48 MY FAVORITE**  
**GAMES** *by Raina Lee* circa 1984

**\*SPECIAL PULL-OUT\* NINTENDO GAME & WATCH** *by Martin Cendreda*

**\*3D GLASSES\*** put red over left eye, blue over right. 2D

lives! A floating Berserk beats Captain EO anyday.

---





## END LEVEL BOSS

Raina Lee

## ART AVATAR

John Pham

**Power ups to:** John for inspiration, Kim, Jenny, Ben Riffy, Scott Yob, Cristina, Wilson, Julie, Justin Balloon Farm, Matt, Lei, Phoebe, Cindy, Evan S, Raymond, Kat, my GBA toting cousins, Harlan, John L., the Minibosses, Walter Day, Ste at Edge, Le Tigre, Mom, arcade rats, non-haters, and readers like you who support independent publishing. Special thanks to Tina, Phoebe, Leilani, Dave Kiersh, Martin, Peter and Jennifer for coming through.

**Things we like:** Amped, Ladybug, Shenmue 2, Rival Schools 2, Metal Gear Solid 2, MvC2, pistachio ice cream that smells like flowers, Musha restaurant, Edge UK, Robotstreet gang.com, Toshiba PDR-10, Pulp, 2D die-hards, our friends who help us out, Turbo Kick Boxing, Yoga, Battle Royale, and letters.

Please write us!

**For advertising and distribution inquiries, please contact:**

Raina Lee  
P.O. Box 361135  
Los Angeles, CA 90036  
raina@lup-zine.com  
www.lup-zine.com

Published August 2002. Back issues of #1 are available (\$4 ppd), and of this issue (\$6 ppd). Everything in here is about video games unless otherwise noted. Viva l'arcade!







*After discovering her favorite food, Soylent Green, is made from people, Leigh Taylor-Young loses herself in an intense game of Computer Space.*



1-UP



>INVENTORY  
YOU ARE CARRYING:  
A NASTY KNIFE  
A ROPE  
A SWORD  
A BRASS LANTERN (PROVIDING  
LIGHT)  
A GLASS BOTTLE  
THE GLASS BOTTLE CONTAINS:  
A QUANTITY OF WATER  
A BROWN SACK  
THE BROWN SACK CONTAINS:  
A CLOVE OF GARLIC  
A JEWEL-ENCRUSTED EGG  
A LEAFLET



>KITCHEN

YOU ARE IN THE KITCHEN OF THE WHITE HOUSE. A TABLE SEEMS TO HAVE BEEN USED RECENTLY FOR THE PREPARATION OF FOOD. A PASSAGE LEADS TO THE WEST AND A DARK STAIRCASE CAN BE SEEN LEADING UPWARD. A DARK CHIMNEY LEADS DOWN AND TO THE EAST IS A SMALL WINDOW WHICH IS OPEN.

>GO DOWN CHIMNEY

ONLY SANTA CLAUS CLIMBS DOWN CHIMNEYS.

>I AM SANTA CLAUS

I DON'T KNOW THE WORD "AM".

>EAT LUNCH

THANK YOU VERY MUCH. IT REALLY HIT THE SPOT.

# The Zone!

by Kim Haden



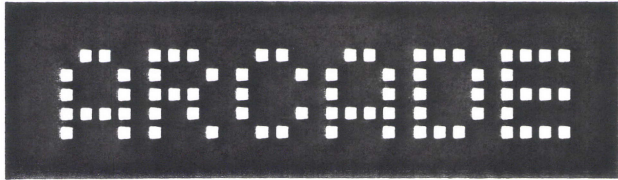
It's hard to tell whether that oh-so-peaceful fuzzy feeling that I get in my head after playing two straight hours of Tony Hawk is a higher level of consciousness or just my brain turning into a radioactive blob of white noise. I have a blank expression on my face in those moments that I catch my reflection in the TV while I am waiting for the game (hurry up!) to load up. My next two-minute journey into what might be a fabled place called The Zone. Am I really in the Zone? I don't know. I look pretty lame when I catch that glimpse of myself in the screen. But the funny thing is, I really don't feel that lame. Even with my eyes glazed over and the rest of my body-minus fingers- immobilized, there definitely is something else going on here. And it's not a feeling that lends itself to rational thinking or much physical movement either. I find myself trying to get a mental grip on the feeling while I am playing, but as soon as my focus snaps back, that feeling, that place, The Zone eludes me. Perhaps the Zone has nothing to do with being in a physical place; I certainly feel disembodied when I'm there. Perhaps it's a kind of out-of-body experience? Maybe. But I don't think The Zone is the same thing as zoning out. My roommate



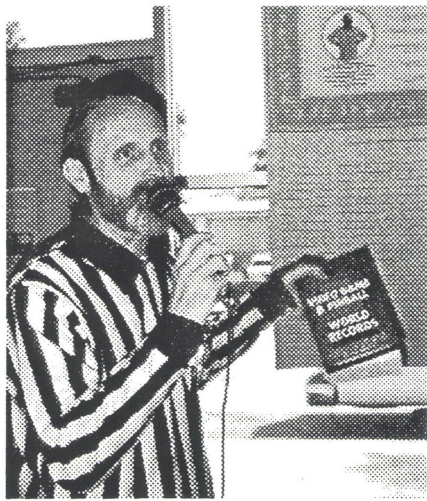
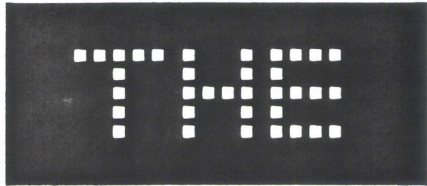
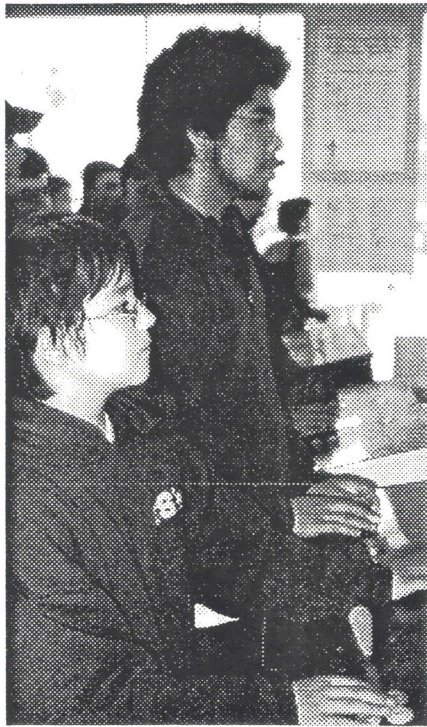
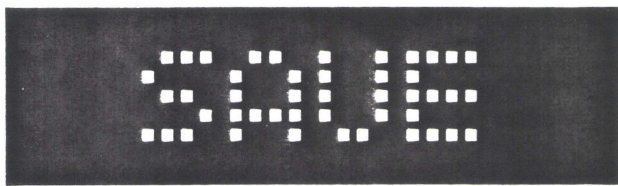
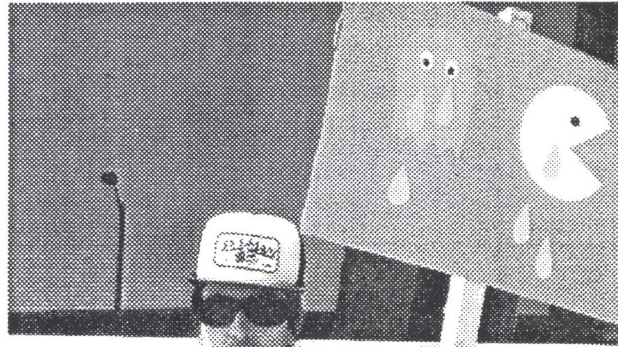
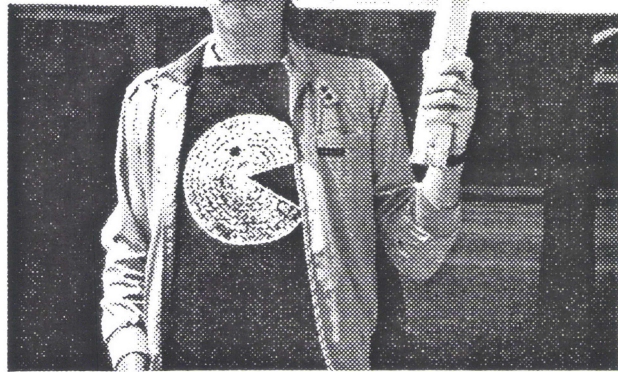
may walk in and see me on my seventh hour of Zelda and think that I am the biggest loser, with my glassy eyes and my mechanical (but so precise!) movements. But what does she know? Appearances are often deceiving! Underneath my couch potato façade, I have reached the Zone. With my consciousness now inside the game, D-pad combos are as second nature as breathing. I can anticipate enemy movements. My real world senses, on the other hand, seem to have gone into sleep mode. But who cares about my physical body wasting away? My avatar is primed and ready for action, conscious of all data flowing inside and out. I can instinctively feel the rhythm of the game and flow with it. Am I crazy? Am I a loser? Am I in the matrix? I do know that I am currently unemployed and have way too much free time. And that I love playing a game of Galaga that lasts longer than an hour, feeling the world outside my immediate field of vision fade away. Maybe not everyone who loves to play video games feels this way, or is able to. You know, I do truly believe the outside world is a great place too. I just wish that being in The Zone and being out and about in the world could somehow be combined. Maybe like outdoor arcades or something. Wow, that sounds potentially like the worst idea ever. 🐙







**A 1-UP special report**  
words and pictures  
by Raina Lee, courtesy  
of Pak Mann Arcade





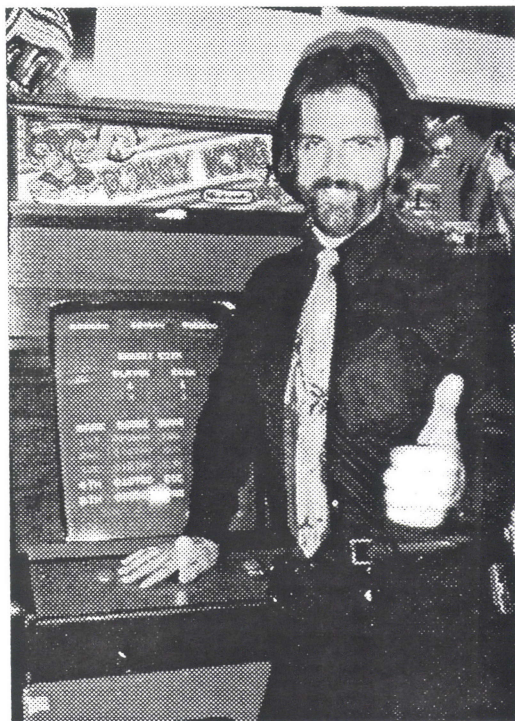
May 18, 2002, Pasadena, CA.

About 150 arcade lovers from around the country gathered at the Pak Mann Arcade to protest, party, and participate in a Marvel vs. SNK tournament. When the city of Pasadena had threatened to close down the arcade, and the owners organized a party to draw awareness of the 20-year old arcade. It was also my first time at the Pak Mann, and was looking forward to this rare opportunity to meet other arcade enthusiasts, check out the games, and sign the arcade preservation petition.

The name of the arcade, an obvious derivative of the game, is kind of funny. Isn't Pak a Korean surname, and Mann as in Thomas, author of Faust? I had envisioned this event to be something straight out of the movie Joysticks (see issue 1), with kids holding "Save the Arcade" picket signs. I was not far off, though this event had fewer females than in the aforementioned teensexploitation flick. I was also curious to see who would show up. I knew that Walter Day of Twin Galaxies would be there to induct the Pak Mann as an Official Landmark in the video game hall of fame, as well as Billy "Perfect Pac Man" Mitchell, the only (first) man to score a perfect game in Pac Man.

In the parking lot I saw a guy wearing a cut-off sweatshirt with a sequined Pac Man. He carried a picket sign of Pac Man and Blinky crying. BooHoo! It turned out to be Mat, the 1-Up reader who had informed me of the event. Another person held a perplexing sign that read "Game Over," written in a War Games-techie font. Was he pro or against the arcade? I wasn't sure.

The arcade was full of life-- people were getting excited about games. It was inspiring to see people out gaming, since so many older arcades are deserted or gone. It's better than staying home cooped up with a PS2, which I am totally guilty of. Reporters and TV crews were busy interviewing bystanders, while the Twin Galaxies crew were manning the competitions. Twin Galaxies is the official scoreboard of video games and pinball. Their founder, the inspirational Walter Day



Above: Billy Mitchell gives the a-okay. Opposite page, clockwise from top left: Matthew Salata won't let anyone cross the line; Walter Day christens the Pak Mann into the Hall of Fame; Arcade rats unleash their Capcom fury; A young girl practices to be the next pinball wizard.

appeared in his striped referee jersey at 2pm, and conducted a ceremony to induct the arcade into the Video Game Hall of Fame. Walter also presented a giant petition and encouraged the community to support the Pak Mann. The Pak Mann owners also set up an online petition, garnering signers from all around the world. (See side bar.)

From kids to adults, the Pak Mann event garnered an eclectic crowd. However, the clientele was mainly divided into two camps: the old and new school. The old schoolers were in the back, where a "classic" games competition ensued--Ladybug, Ms. Pac Man, Asteroids, Centipede, and Robotron 2024. For the event, the games were free for anyone who wanted to compete. I watched a guy play Centipede with trackball fury, and heard he held a few video world records. A number of video game world record holders gathered at

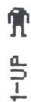
Video games are not a crime!



1-UP

5


I've never been to this arcade. But if there was one near by and the city wanted to shut it down, I would be pretty mad.

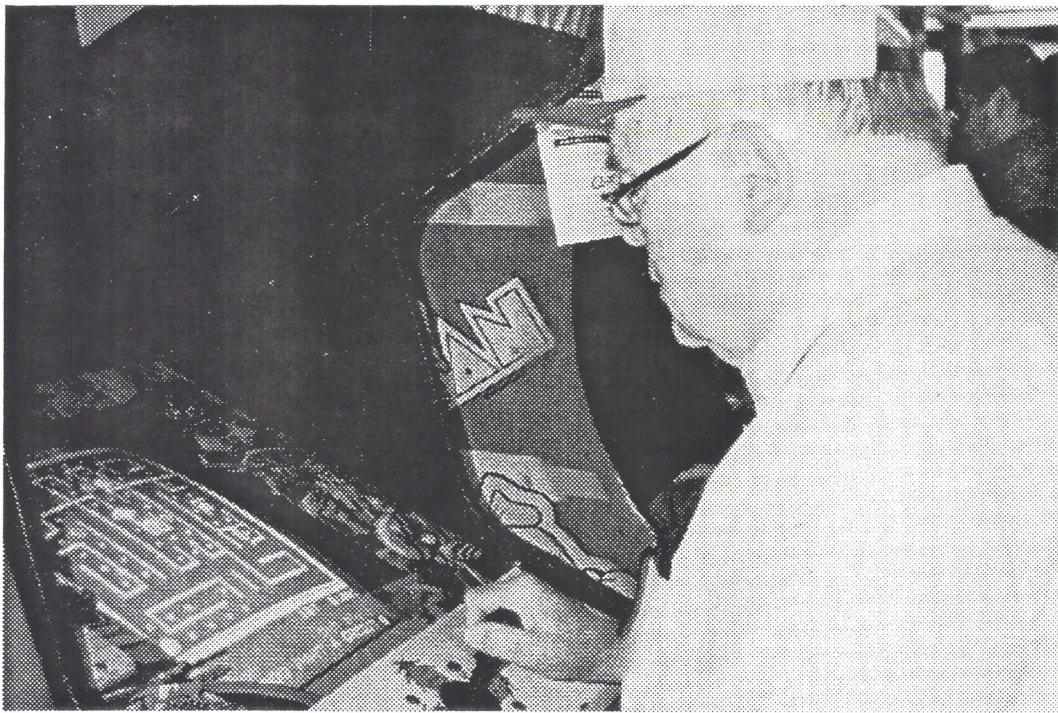


the arcade for the occasion, a few whom had been on the National US Video Game Team in the early 80's. This was the place to be to learn new skills! I looked on at a white haired 70+ man who was kicking some Ladybug ass.

The new school kids stayed in front with the Capcom action. These were the kind of teenage boys that gather to watch intense battles of MvC2 (Marvel vs. Capcom 2 for the uninitiated). They're the Asian, Latino, and Black youth who look like they visit

[www.shoryuken.com](http://www.shoryuken.com) on a daily basis. They study Capcom fighting like live action sports; soaking in combos, cheats, and ways to win.

All in all, it was an eventful afternoon, the kind that I wish happened more often. Protest or no protest, it seemed like just another busy Saturday afternoon at the arcade. I'm glad I got a chance to explore another arcade, meet game enthusiasts, and brush up on my Capcom skills. 



Above: A seasoned Ladybug veteran takes the controls.



# WALTER DAY

---

John Pham



*Official Pinball and Video Game Scorekeeper and founder of Twin Galaxies, Raina sits down and chats with the High Score Scholar*

The first time I met Walter was at the Classic Gaming Expo in 2000. I was intrigued by the man in the black and white striped referee jersey with clip-board in hand, busily running from game-to-game, calling the shots. Kim and I were playing Galaga and Juno First respectively, and he came over to talk to us because he was impressed that we were female gamers. He asked us what our favorite games were; When I answered R-type, Walter grabbed the R-Type world record holder and introduced us. Wow. When Kim said her game was Galaga, he introduced us to the Galaga world record holder. It was surreal and impressive that he knew the virtuosos of every game!

Walter introduced himself as the founder of Twin Galaxies, the

Official Video Game and Pinball scoreboard. Meaning he and his referee crew meticulously keep track of the highest scores from all the games. It is quite a feat, considering the sheer volume of gamers vying to be the best, and the many hours of game footage the refs have to verify.

For the past 20 years, Walter has been judging tournaments and getting to know the best of the best. As a scorekeeper, it is obvious he appreciates the intricacies of games, as well as the strategy behind winning. Walter began his foray into video games as an oil-broker, and then as the owner the Twin Galaxies arcade in Ottumwa, Iowa, which has been proclaimed the video game capital of the world, and Twin Galaxies the world's most famous

Arcades are not only a business, but enhance the general social welfare of the community and are attractive to nearby residents.



1-UP

**Kung-Fu Master** 1,349,040 - Mike Sullivan, Umpland, CA **Dig Dug** 4,129,600 - Ken Arthur,

arcade. Though the arcade is no longer standing, Walter has turned Twin Galaxies into an online video game scoreboard and publishes the Official Video Game and Pinball book of World Records. Of his numerous accomplishments, Walter coached the first U.S. Video Game Team, and was a one-time record holder of Make Trax, and was public personlity who brought arcade games into the national spotlight.

An inspiration to many, Walter continues to seek out undiscovered prodigies, and keep the spirit of arcade gaming alive. He definitely inspires me to go break some records! I caught up with Walter at the Pak Mann Arcade and chatted with him zthe state of video games today, and how to be a world record champ!

A friend took me to a Malibu Castle Arcade—the room was full of Space Invaders and Gorfs, and my friend got me playing Space Invaders. In May 1980, I became addicted. I became fascinated by the process of gaining skill from video games and outsmarting the games. I worked on trying to get my high score up, then I'd pay attention to other people's high scores. When I'd travel, I'd write down the high scores that I'd find on games. Before I knew it, I had a huge archive of scores. Three months later, I found a city, Ottumwa, Iowa, that didn't have an arcade. I had a reason to be playing video games all day, 'cause that was my business.

**When you first started keeping the scores, how did you make up the rules?**

We had to invent the rules based on what we found going on. When a score is submitted to us, we actually go through all sorts of efforts to verify that a score is indeed a world records, that has been attained through following the right difficulty settings and the right gameplay, without using cheats. We're the only group that actually verifies scores. A lot of web-

sites say that scores will be posted, but they say things like "be sure the tell the truth." But anyone who wants to post anything gets away with posting anything. You need videotape.

**Typically how old are people who break records?**



A moustached Walter Day (back row, third from the right) poses with high score kids for Video Games Magazine. 1983, Photo: Twin Galaxies Official Video Games & Pinball Book of World Records.

**After I read your book, I was inspired to break a record! It was really inspiration!**  
Thank you.

**Where did you first get into video games?**



People from 14 to 44 are breaking records. The better players are in early 20's. 14 year olds just don't have as the motor responses that allow them to be as good as a 20 year-old person. In video games, there are some faculties that aren't in play yet and that get stronger and more developed by the time they're 20 or 21. This is from my experience.

**Do people take bathroom breaks during long record-breaking games?**

Well, that's on Marathon games. Most games nowadays aren't marathon games. In the old fashion games, you could put in a quarter and earn more ships faster than you lose ships. No one else is allowed to touch the controls. They take breaks directly proportional to the amount of men they're able to save up. Some games save like 255 men. So if you're taking nap, you're losing men for each moment you're not at the controls. You can actually take a 15-20 minute nap. The longest you can be away from the controls is one and a half hours.

**When you talk about "Golden age of arcades" in your book, you describe it as a love between the public and the arcades. What do you think has happened to gaming?**

Video games during the Golden Age were a social phenomenon. They were an experience you did in the public eye with other people. It's a way you were relating to people. Now, it's far less to that degree. A lot of it is becoming a solitary activity practiced by people in their bedrooms. Also, people who are socially inept who are feeling ostracized or feeling alienated from society find themselves consoled by their video games all by themselves, which is very, very unfortunate. It's not what I thought video games should lead to, but a lot of people are getting turned within, and having nothing but video games as their friends which is not good. However, it's not the video

games that cause that; it's everything from their DNA, their diet, to their parents to their family life, pressures from school. Video games are just on way they're trying to blow off steam. Or else they'd be shaving the cat or something.

**You once said that less than 1% of arcades remain open from the "Golden Era." What is the state of arcades today? How many arcades are left?**

We have a lot of people from arcades contacting us, and it's definitely true; We have less than 100 authentic old original neighborhood arcades in existence in America. Most arcades in metropolitan areas have collapsed into single places or a couple places. What you'll have your average big city, or medium [sized] city, and you'll have your Gameworks. They won't be able to support neighborhood arcades because why would a person go to a neighborhood arcade when they can go to somewhere that offers them a whole range of activities? Eating and drinking, to smoking to TV, to smoking, to sports bars, to Virtual reality, all the things that a neighborhood arcade normally would not be able to afford. The neighborhood arcade has a lot going against it. When you realize that, you begin to marvel at the amazement of the Pak Mann arcade and a few other arcades in America surviving this long simply because there are so many ways for an arcade to go out of business. Because there are so many other places that a person can spend their money. Especially home games. Home games are the biggest way that their customer base was siphoned away from the arcade, by transferring the gameplay environment from the arcade to the home.

**What do you think about the renewed interest in classic games? How did it start again?**

No one can be sure how it really started, but I think the reason it is continuing to grow is the nostalgia



Walter reveals the winner! 1982. Photo: Twin Galaxies Official Video Games & Pinball Book of World Records.

element, meaning people who played these games years ago are rediscovering, and the availability. The reason they are finding the games is because you can find them on your PC with MAME (Multi-Arcade Emulator), where as some years ago, you could only think about the game. Where on earth would you find the opportunity to play Ladybug? Because now you can in the comfort of your own home because they are distributing across the World Wide Internet. A lot of attention is being directed to the [older] games because people are realizing these games are actually better gameplay than most of the modern games. They weren't masked with wild, crazy graphics like most of the modern games are. In modern games, you bump into something by accident you get a trillion points. But in the old days, you had to earn everything you got. Essentially, victories in old games are more clearly recognized as true accomplishments than victories in new games. And some games are great modern games, like Tony Hawk Pro Skater is very amazing. But most of the great games were designed 20 years ago.

What about the Capcom fighting genre? They seem to be more skill oriented, like older games. The element of skill is definitely there. But that skill is mixed up into a tapestry of fast action. So it's a little bit like Defender or Robotron, with a lot of keys that you have to work in sequence. You have to figure out the pattern, and then do the

sequence of moves and combinations in the middle of that pattern. There's a lot of familiarity, memorization and recognition to make it work. Head-to-head games you have a tremendous amount of skill ingrained, and it's an amazing thing to watch. But they're also very hard to use as base for measurement for who's the best. You have to get all the best together and they have to play each other. Whereas the hi-score based game everyone's playing the same standardized settings.

One thing I was interested in is the concept of "the zone." Can you describe it? Can normal players achieve it? Do you think I'm really here? Do you think I express myself clearly? When that's happening, I'm gone. It all happens without me being a participant. You probably don't understand what I mean unless you actually have the experience. The Zone is when you transcend and actually witness the experience. It's almost like you go on automatic. It's as if the game plays by itself, and you're at a distance, watching it.



Q\*Bert: 2,222,220 - Drew Goins, Owensboro, KY Rygar: 3,450,570 Tseliang Yang, Austin, TX

It's actually is a phenomenon that scientists can measure with your nervous system. Sometimes they even call it cosmic consciousness. But it happens to me on occasion.

#### What are your favorite games?

I loved playing Gorf, Galaxian, Make Trax, and Wizards of Wor, Space Invaders, Pac Man, Ms. Pac Man, Centipede, Millipede, Tutankam King tut. I liked Turtles and Lock and Chase.

#### Any advice on how to be a video game record holder?

If someone wants to go for the world record and verify it, they have to follow the rules. Every single game requires that they videotape the game in its entirety. Most modern games have so many cheats, codes, so many game shark manipulations, that they have to be able to prove they didn't take advantage of the glitches. To be a world champ, you also need a few different qualities. You need eye-hand coordination, and mind-body coordination, fast reaction times, and need good eyes. Your eyes have to be able to direct your hands. The instructions from your brain have to enter your hands so you can respond to that. You have to have a faster, comprehensive state of mind. When these guys who are the best at video games play, it's almost like they're recognizing what's going on a fraction or even a second sooner than other people. They see the bigger picture, like chess masters who can see three or four moves ahead of what's going on. People like Billy Mitchell recognize things on a deep intuitive level, like in the subconscious minds, and already they are reacting to it, understanding it a few steps before the rest of us know what's going on. And that's what separates an average player from being a great player. 🐘

For more on Walter and Twin Galaxies, visit [twingalaxies.com](http://twingalaxies.com).

**OFFICIAL SUBMISSION FORM FOR HIGH SCORES**  
MARK GAMES OF THIS FORM AND FILL OUT THE FORMS  
(Please print in caps on this sheet. Write in ink. Do not leave a blank space.)

Player Information			
Full Name	Last Name	Date of Birth	
Street Address	City	State	Zip
Phone	FAX	E-mail	

Location Information			
Name of Arcade, Club, or Public Venue	Street Address	City	
State	Zip	Phone	FAX

Game Information (only one score per form-check box below)			
Game	Score of Game	Score Type	Score Type
Game of Choice	Game Type	Game Type	Game Type

2 Witness signatures are required or this submission won't be accepted

Signature of Witness 1		Signature of Witness 2	
First	Last	First	Last

We, the undersigned witnesses, certify that we watched the player play the game and we have enclosed a photograph of the final screen displaying the score. The game was set on Twin Galaxies Tournament Settings (TCTS). We expect the scorecard to call us for verification.

**Player's Agreement**  
I agree to standard rules. My score can be challenged by another player who has a case to believe that my score is not correct so that the settings were not TCTS. The challenger must be a member of the same game. If challenged, I agree to replay my game in my own town in front of witnesses assigned by the Twin Galaxies International Headquarters. If I refuse to replay my game, I understand that Twin Galaxies has the right to remove my score from the record book. The replay must be completed within one year. On its publication, it must be replaced in time for the posting of the next edition of Twin Galaxies Video Game & Pinball Book of World Records or the score may be deleted from the book. I understand that I am welcome to understand attempts at replaying before the book is published. I agree this form with the understanding that my score can be challenged only one time and cannot be contested. Go to [www.twingalaxies.com](http://www.twingalaxies.com) for more information on the standard rules.

Name of Player	Date	Signature of Player	Signature of Player

**Mail To: Twin Galaxies International scorecard**  
440 North Third Street • Baltimore, MD 21201-3141 • 410-528-1191 • e-mail: [scorecard@twingalaxies.com](mailto:scorecard@twingalaxies.com)

Please help us teens from experimenting, and indulging with these new drugs. Keep arcades alive!!! Arcades are our anti-drug facility

1-UP

15



I travelled from England just to play here.

1-UP

16







May your mushrooms always be green. Respect and admiration for Shigeru Miyamoto, collage by David Harlan, costume by his dad

**Did you dress up as Mario for Halloween?**


I did dress up for Halloween in it on at least two occasions, but that wasn't why it was made. When the N64 came out i was engrossed in Mario 64 and also Depeche Mode's song "Useless". Well, I thought it would be funny to make a video to that song based on Mario's exploits in the game. It was intended to have followed the lyrics of the song very closely, with scenes from the game that were the most apt, for instance: "Ghost in the hall" (scenes in the castle, where the floating boo turns and floats away...), "Fist in my face" (the hand-boss at the end of the egyptian-lava level), "All my bringing you down" (any falling or cannon scene) and so on. If you played the game it would make a lot of sense and would be especially stirring, if not, it would just be...interesting. My dad is a total costume ninja. He rocked it simply from reference images in the gaming manual. **What did you make the costume out of?**

The head/hat is made of a combination of hard and soft foams, all rapped/carved around a bicycle helmet, then spray painted. That was the hard part. The easy part was getting a red turtleneck from the Gap, Mickey hands from Disneyland, and overalls from Osh. Recently, my sister and I modified the eyes to be made of white cardstock with sharpie-d pupils so they'd photograph better.

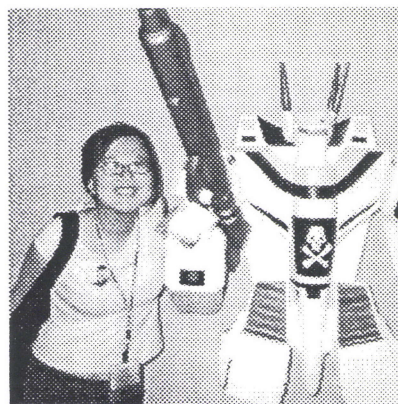
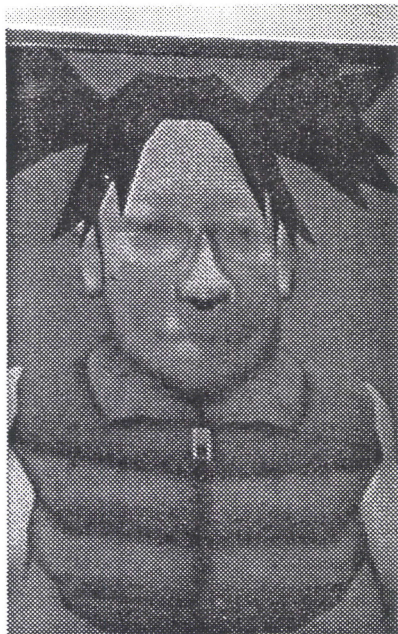
**How long did it take? I don't know**

How long it took my dad. Maybe 15 hours?

**Did you carry props? Stomp on mushrooms or turtles?**

No, I can't see anything! I can't walk two feet in that mask without someone holding my hand or tripping. No way I can look after a turtle! 





# I Hate/Love E3

*Raina gets down with glittering lights, booth babes, and nerds.*

This is my third E3, and I think my hearing going. But I guess it's only normal. E3's as normal as any event with people dressed up like Neanderthals, cracked-out gamers, and video games as far as the eye can see.

For the uninitiated, the yearly Electronic Entertainment Expo is a 3-day orgy of the new games that takes place at the Los Angeles Convention Center. A sensory overload for some, but for gamers, it's heaven. The first time I went to E3 I had believed it was some sort of transcendent temple for techies. I mean, all the devotion to games, the crowds, and the parties. It's such an experience, kind of a like a celebration for the nerd kind. People I have taken to the show have likened it to "the greatest day of [their] lives," though I suspect it had to do with the free alcohol in parking lots and midgets dressed as KISS. I am wiser now I don't try to take in everything. Now I just worry about the ringing in my ears. The glitter and lights are still fun, but this year more so than ever I sense that the video game industry is like an overgrown adolescent that never made it past puberty. Gaming still needs to grow up.

For one instance, games still thrive on gratuitous babes, violence, and highly offensive representations of women and ethnic stereotypes. It's an industry that still assumes that the gamer is a horny-as-a-toad 14-25 year old boy. This is not surprising but it should. For some reason, I still have hope in a medium where you can dive through sunken ships, skate vert ramps that you suck at in real-life, feed kittens, and maintain virtual relationships. This gives me optimism and is why I am still at the show.

I'm freelancing for an on-line game publication, which means I work nights for the next-day deadlines. This week I live on a convention schedule, meaning lots of coffee, cigarettes, and sleep deprivation. However, being a game journalist at this event is still quite fun. PR people are nice to you and give you stuff. Gaming must be one of the only industries where you can make a good living channeling your inner adolescent. It's not a bad place to work really, but have to learn how to call boys on their shit.

I check-in for a press badge and run into friends. My good friend and editor R. alerts me



that we have been invited to a Sony celebrity party. E3 is known for decadent industry parties, where nerds hook-up and sometimes find love, but mostly one-night stands. Industry people are fun to hang out with—they tend to be young and single (and some not so single), are like big kids, and seem to sleep with each other. This contributes to why E3 parties are decadent in a Roman way. They're well catered and have big names like Beck, Garbage, and OutKast. This particular pre-E3 we're invited to is for Sony at the new Standard.

We go to the celeb party, and walk down a red carpet with shining bright lights. We have to pass four security check points. It's like the Academy Awards or something. I spot Natasha Lyonne, Simon Rex, Amber Valletta, and David Spade. We yell at Tobey Maguire from a balcony, he turns around, and gives us a thumbs up. Yes he is hot! It is fun to see famous people. I can also instantly tell the game people from the Hollywood people. The party is about 90% Hollywood types. If this party is representative of the Hollywood, then it's very, very white. It's as if I've stumbled onto some Aryan species party where there also happen to be some games. I is LA, not Kansas! When I'm watching TV, the ubiquitous whiteness isn't as irksome because it's not real. But in person, it's pretty fucking disturbing. (Except for JaRule who is also not white.) Also, people here haven't eaten in years. Do they even know what food it? Do they know what a PS2 is? Do they?

Regardless of the plastic people, the good thing about the party are the futuristic pod game rooms with PS2's. It felt very decadent to be able to have martinis and be able to lie down while playing Auto Modelista. I play against this guy who's too good looking to be in the game industry. He can't figure out the controller, so I beat him three times. We see Jane's Addiction and Ja Rule perform. Perry Ferrall (he's still alive?) is dressed like Al Pacino from Scarface, and Ja Rule rocks the house. Every year Sony has a few parties, including one at a giant outdoor amphitheater space. I'm too tired to go to the other party, though it's probably more fun than the celluloid clone party.

## THE SHOW

Groggily I enter the show floor. There are fog machines, lasers, and dance music from 1998 (think Block Rockin' Beats). And games. Giant 20 feet projected screens in mid-air and the throngs of game fans. A tradeshow for the industry, anyone with enough zeal can find a way in. To sneak friends in, I fake losing my press badge a few times to get more, and also swipe one in the smoking area. Ah, M. Miyashita is not returning to the show floor! I also bring my 18 year-old cousin who was overwhelmed by the free stuff. E3 is full of tchotchkes—bags, foam hand grips, shirts, and rubber balls that light up. They always give out T-shirts, which are always sized XXXL. Am I supposed to build a tent with these? My cousin is able to pick up XL shirts (he's 6 feet), playing cards, and Shrek ears. Another thing about E3 is that famous people like to attend, especially hip hop people. Also, Gary Coleman is a common fixture, and probably finds his only work these doing promotions. Right away, my cousin spots Mr. T in all his gold regalia.

There are the usual costumed attractions. Duke Nukem, Lara Croft. Pokemon. Inhabitants of Middle Earth. Of course there are also booth babes who are paid to "sex up" anything. When I ask one attendee about what he thought of



Fuck all the haters. Here's to 20 more, arcades forever, hooray.



1-UP



the show, he says the babes were better last year. I suppose convention goers of male-oriented interests (auto, tech, comics, games) are hetero male, so sex sells. But it is still completely distasteful, and shows the limitations of this industry. Like the mainstream comics industry (Comicon), the necessity of these gals pontificate why these industries are still in the adolescent stages and not being taken serious. They shouldn't be until they grow up. Video games (and mainstream comics) lack the maturity of becoming universal artforms. It's unfortunate that the industry ignoring the potential of a women audience.

One of the most disturbing costumes I see is a military fatigues soldier holding an (faux) M16. Obviously promoting some military tactical game, his costume reminds me of the anachronistic scene in LAX after 9/11- camouflaged military with guns, standing guard over the civilian luggage X-ray machines. Are we to expect a terrorist simulation game? It maybe playing, but in light of recent events the simulation is just distasteful.

R. and I have a full schedule of appointments. They show us games, and read us press releases, give us schwag. The appointments I like best are the ones that take place in a private room, away from the chaos. Publicists woo me with cappuccinos and Danishes. One publicist brings me coffee, donut, a fancy ink pen, a commuter mug, an Otaku T (for a tent!), and a Pokemon-styled shoulder bag. Though the PR people and schwag make the job more pleasant, it's still insane to see so many games in one day, knowing you have to

write about all of them that night. (I'll stop complaining about getting paid to write about video games now.)

The sheer number of games on the showroom floor is astounding. E3 is like a wish fulfillment of the Id. Wall to wall games! But



some things are too fucked up. For me, it's a love-hate relationship with E3. I get so disappointed when I'm expecting certain improvement in the industry, like an original ground-breaking game or something that's not racist or sexist. I am also desperate to meet people who want change also! I float around the show floor thinking this.

Most of the games are ter-

ribly derivative. I can only stand so many FPS's and new spins on fighting, platforms, and RPG's. However, what really stands out is the Nintendo line-up. Everything looks crisp and actually fun, including Animal Crossing, a Sims-type game where you can choose outfits and decorate houses for a cuddly animal community. Nintendo also features a new way of personalized skins. A GBA camera takes my headshot and pastes it onto the head of the game character. My "avatar" came on stage and did a Bust-A-Groove dance with Miyamoto. Though I'm not into FPS's, I make an exception to check out Metroid Prime, which looks stunning. The cell-shaded Zelda game also looks rad even though cell-shading that had been overused this year. But is still done well.

While Nintendo does a good job of resurrecting old titles, it's probably one of the few. This year all the games are sequels, prequels, or licenses of anything that could be licensed. This year includes favorites like Robotech, but also the "don'ts" such as Aquaman. If you have never heard of the gilled one, I can safely say that few kids will be interested in this title. However, I did enjoy Godzilla Destroy All Monsters, since I got to play with monsters and call in Mothra for an assist! One sequel that looks promising is GTA, Vice City. Similar to GTA 3, it's set in the 80's! Instead of creating a game based on a fantasy or futuristic world and time, I'm glad Rockstar is making a game based on a real-time era that people can actually remember. No fantasy RPG or techno-future.

However, no matter how good the games are, there is still too much T+A. It's as if character designers learned to model from porn, not live people. I'm always reading about these newly developed real physics engines for games, with game spaces to utilize

real gravity and all that stuff. Sometimes I think they develop these technologies in order to optimize boob juggle factor. I mean, heroines with boobs can still be good, charismatic, and strong characters. But the visuals are excessive. Why don't they concentrate on technology that makes images that are meaningful and relate to real experience? (Hmmm then I guess the escapism would be gone.)

I'm late to my appointment with Namco, and walk into a room of guilty guys watching porn. It's not porn but close. The Namco guy is embarrassed, while my fellow writers were clearly enjoying it. The publicist is demo-ing Dead to Rights (which incidentally is an awesome game), specifically the stripper dance scene. The player controls the stripper's dance move through button-sequences (think DDR) in order to distract the bad guys. She humps the pole, jiggles, and bends over, directly in front of the camera's eye view. What the fuck! Obviously, I know they are not going to let me review this game.

As I am waiting for my Tecmo appointment, I see the tailor for Dead or Alive: Extreme Volleyball. A fighting game, DOA series is known for decadent characters. The premise of Extreme Volleyball however is that Zach from DOA wins a large sum of money, buys an island, and invites only the DOA girls; they can only play volleyball and shop. The trailer shows a naked girl in bed with the sheet falling off of her, sipping her morning coffee. What that has to do with volleyball or DOA beats me.

In addition to work, I bring home a lot of random crap. A Sony laptop bag, a light pen with blue neon, and lots of folders. I have to say my best piece of schwag is Britta sports bottle-portable water distiller. How rad is that!



One thing I miss at E3 is Tron 2.0 and Disney life-sized light-cycles. I also don't have time to see the quirky stuff in the smaller halls, such as the notable Korean section. Korea has the highest number of online multiplayer gamers in the world and have TV channels devoted to broadcasting Starcraft and Tony Hawk Pro Skater tournaments. I hear they came with Korean booth babes,

so I guess T+A knows no national boundaries.

After much gossiping, partying, and coffee, by the end of the last day my eyes are fried. I pass out for 14 hours and awake to a pile of press releases and unfinished reviews. Until next year, I keep my optimism for some better games. ☹



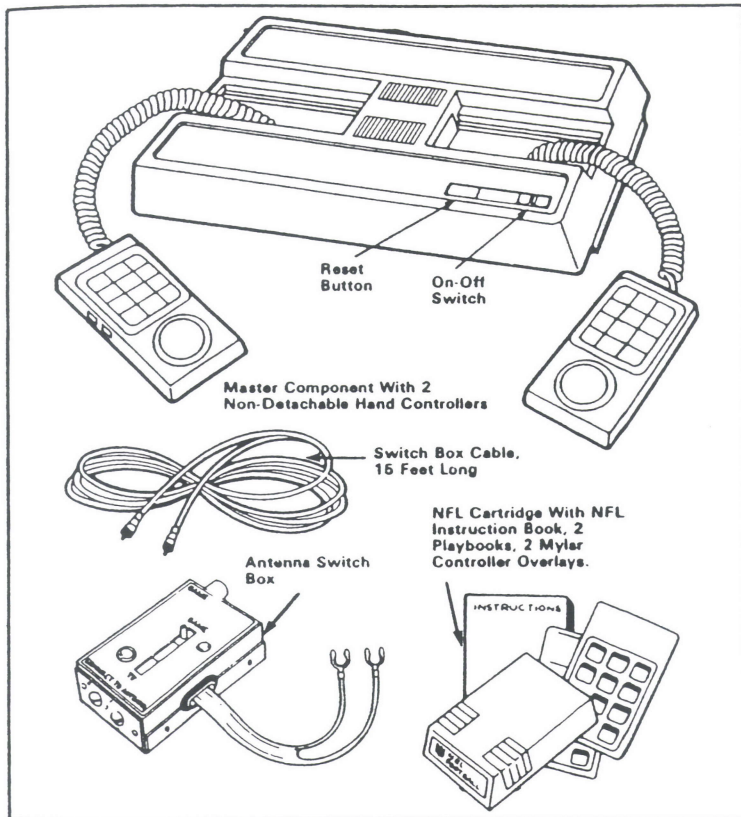
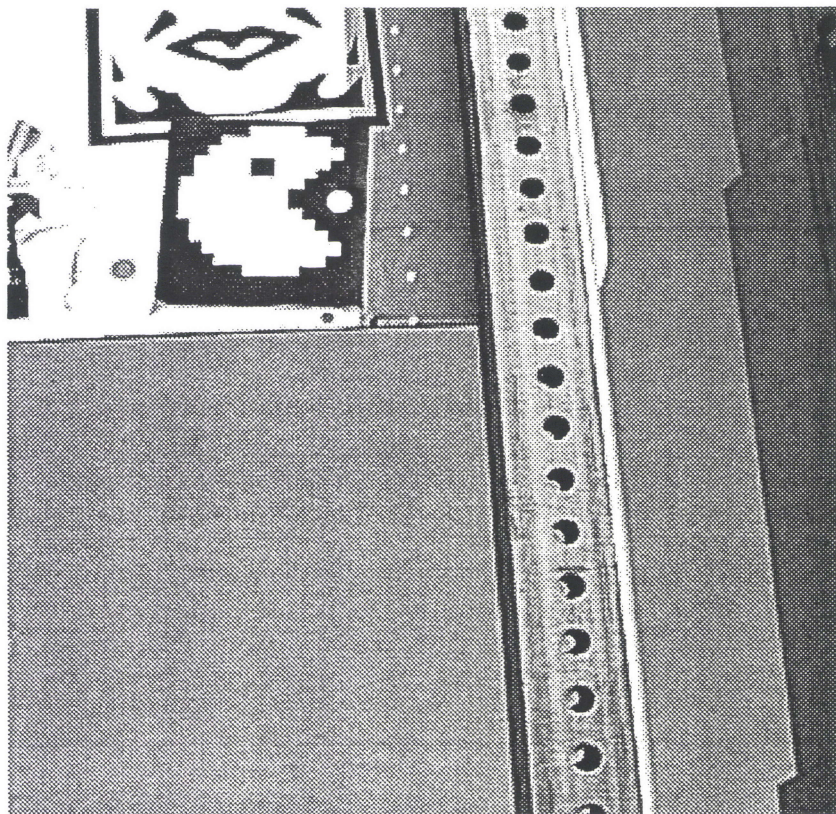


Fig. 2-16. Components of the Intellivision video game system.



"People were fed up with space games. So we started to dream up games that would make them laugh. For instance, in Japan, puck is the sound you make when you eat something good - like munch..."



7.20.02. Pac Man was last spotted near the Miracle Mile district of Los Angeles. Waka waka waka.



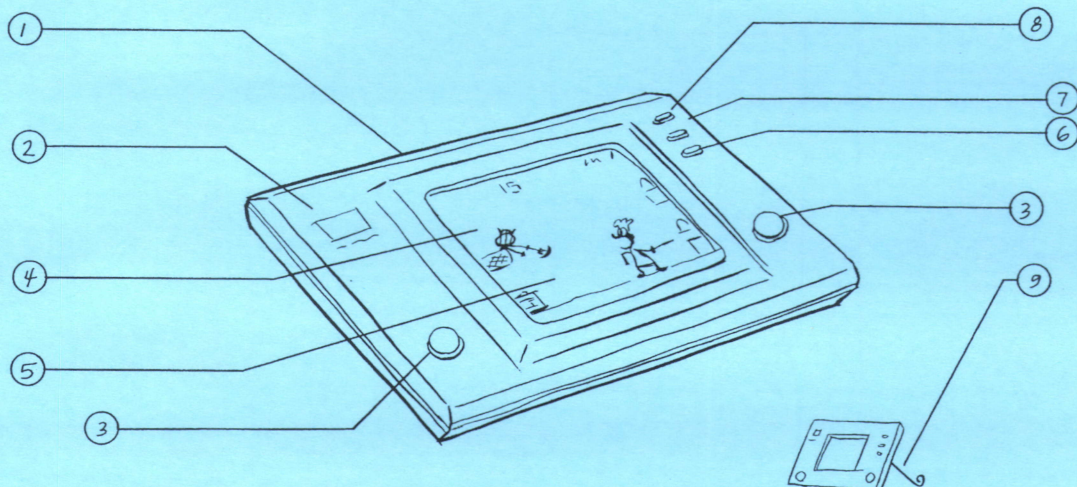


ALL I NEED TO KNOW I LEARNED FROM...

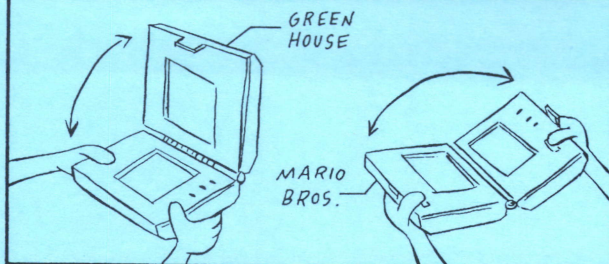
Nintendo

# GAME & WATCH

YOU REMEMBER GAME & WATCH, DON'T YOU? IF YOU DO, YOU CAN SKIP THIS PAGE. IF YOU DON'T, PLEASE CONTINUE READING. GAME & WATCH WERE A SERIES OF PORTABLE (ABOUT THE SIZE OF A CIGARETTE CASE) HAND-HELD GAMES PRODUCED BY NINTENDO IN THE EARLY 80'S. THEY WERE MADE OF BRIGHTLY COLORED PLASTIC (1) AND SILVER (OR GOLD) FACEPLATES (2) WITH SOFT, RUBBER BUTTONS, IN RED OR BLACK (3). THE GAME SCREEN (4) WAS A "BLACK-AND-WHITE" LCD, CONSISTING OF SIMPLE, CARTOON-LIKE CHARACTERS (5) APPEARING TO "MOVE" AROUND. IT ALSO HAD A TIME DISPLAY (6) AND A FULLY FUNCTIONAL ALARM-CLOCK (7). THERE WERE TWO MODES OF PLAY (8) GAME A, WHICH WAS EASY, AND GAME B, WHICH WAS HARD. A METAL ARM ON THE BACK (9) FLIPPED OUT FOR USE AS A STAND. AND THEY WERE CALLED SUCH NAMES AS "FIRE" OR "PARACHUTE" OR "OCTOPUS".



THERE WERE ALSO MORE COMPLEX "MULTI-SCREEN" GAME & WATCHES. THESE SPLIT-SCREEN GAMES INCLUDED "GREENHOUSE" "MARIO BROS.", "DONKEY KONG" AND OTHERS.



THESE GAMES WERE WELL-KNOWN FOR THEIR NEAT, CARTOONY GRAPHICS AS WELL AS BEING SIMPLE YET ADDICTIVE TO PLAY



BUT FOR ME, THEY WERE MUCH MORE...

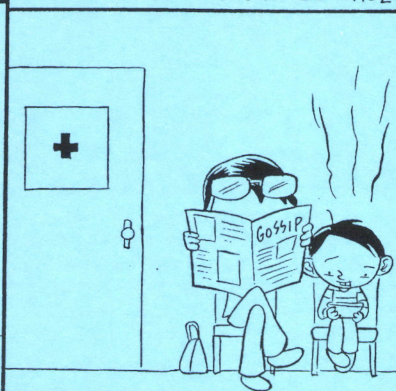


## LESSON 1 : PORTABILITY = INDEPENDENCE

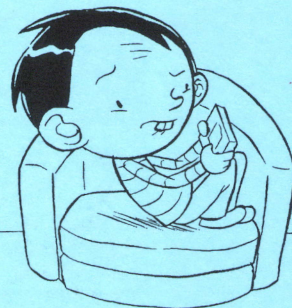
WALKING AROUND TO NOWHERE IN PARTICULAR...



WAITING AROUND WITH MY MOM IS MUCH MORE BEARABLE.



KEEPING QUIET FOR HOURS WITHOUT ANYONE TELLING ME TO...



## LESSON 2 : ADULTHOOD

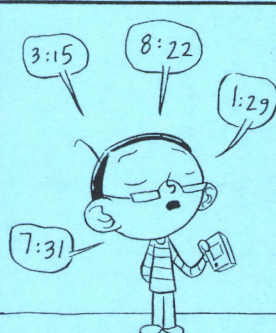
ADULTS ALWAYS WORE WRISTWATCHES. I HAD ALWAYS WANTED MY OWN WRISTWATCH.



NOW, I HAD THE NEXT BEST THING.

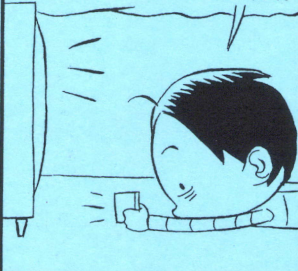


BEING ABLE TO KEEP TRACK OF TIME MADE ME FEEL SOMEHOW MORE SOPHISTICATED.



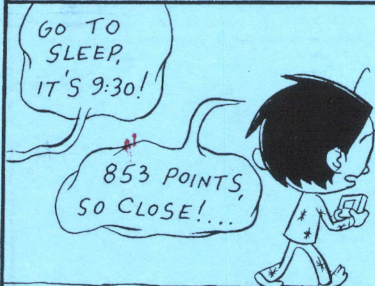
I SET THE ALARM FOR EVERY LITTLE SITUATION...

HMM... HEATHCLIFF IS ON IN 10 MINUTES. I BETTER SET THE ALARM.

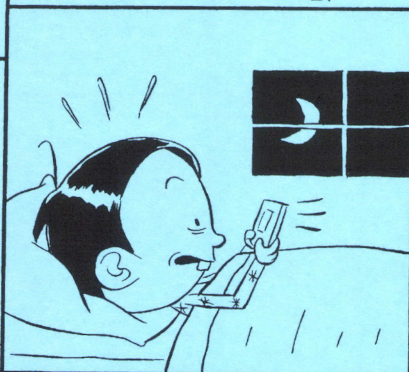


## LESSON 3 : PERSISTENCE = PAIN

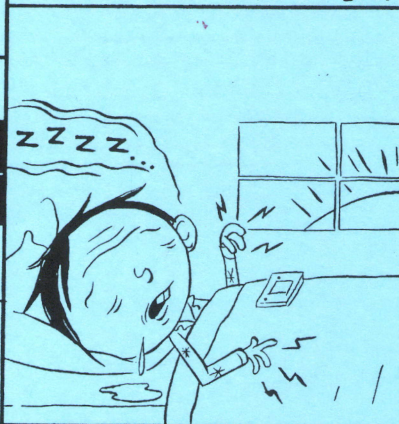
"FLIPPING" A GAME MEANT YOU WENT BEYOND THE TOTAL POINT LIMIT OF 999, AND THE SCORE STARTED AGAIN FROM ZERO.



I WAS ABLE TO FLIP GAME 'A' TWICE IN A ROW, AND GAME 'B' ONLY ONCE.



MY THUMBS WERE A MESS.





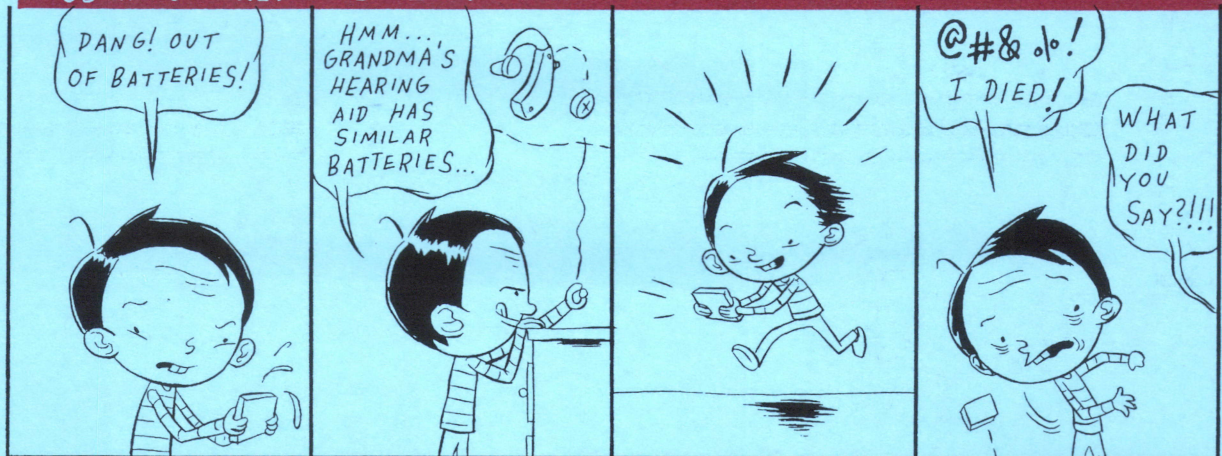
## LESSON 4: MAKING FRIENDS



## LESSON 5: SHARING = NEGOTIATIONS

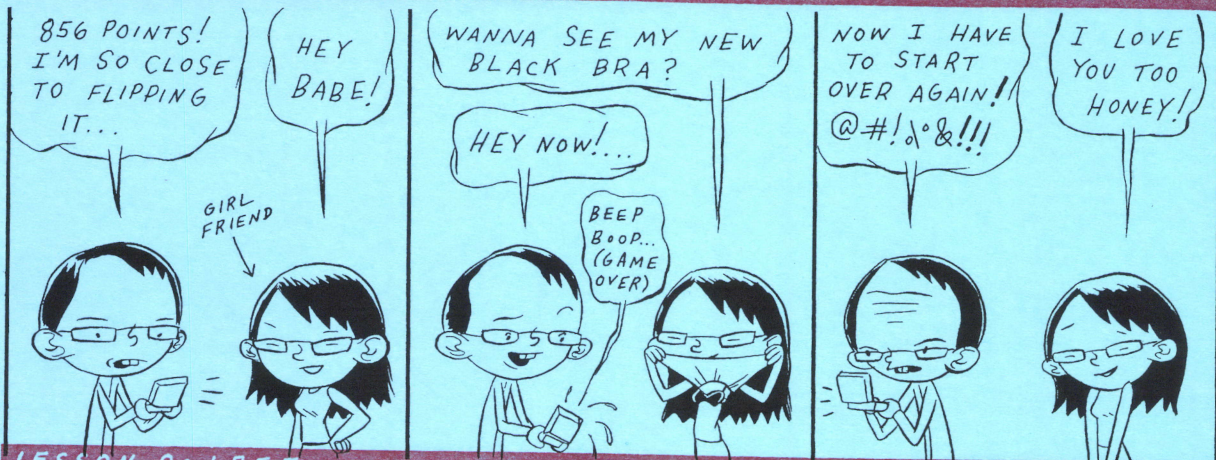


## LESSON 6: CREATIVE BORROWING





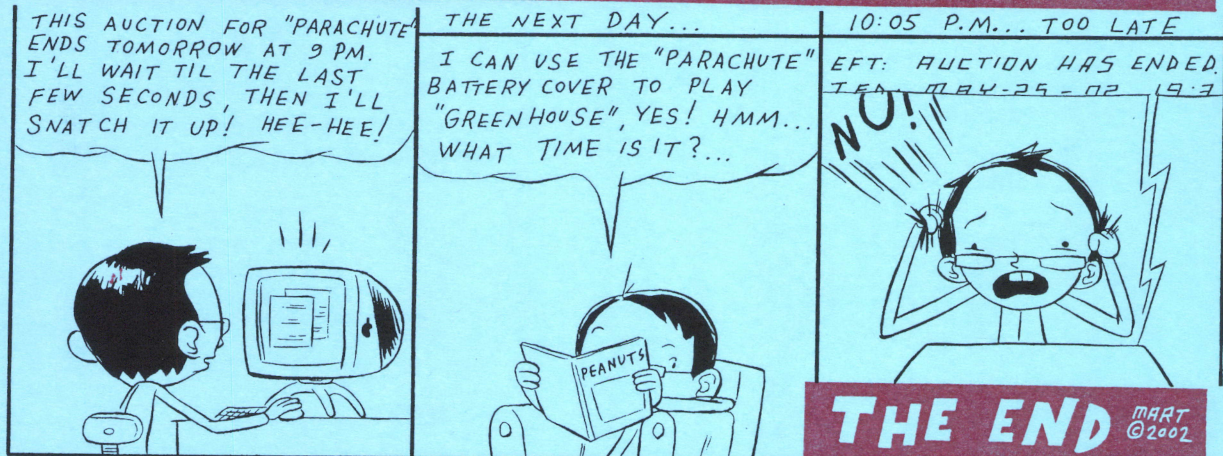
## LESSON 7: LOVE HURTS



## LESSON 8: LOSS



## LESSON 9: KEEPING TIME



**THE END** MART ©2002



I am addicted to working out at least once a day. But running on treadmill is just damn boring. I always have to watch something while I run. Running really becomes a drag after 5 minutes if I watch nothing. I can stretch that to 10 minutes on local news, 15 minutes on Anime (oh great, now I am a geek too), 30 minutes on sports. I found that if I imagine myself being part of the action that I am watching, I tend to be able to ignore the fatigue and run on longer. So watching basketball games is the best since I play basketball. Guess what, watching recordings of the video games that I've played is even better, because what I am watching was once controlled by me! That was real-

## **I watch prerecordings of myself playing Battle Arena Toshinden while I work out.**

-John Lin

is especially good for this purpose. It was my favorite game for quite a while. I like 3D fighting games, and I also like watching kung-fu choreography with exotic weapons such as spears and whips. Toshinden was probably the first 3D fighting game that featured weapon wielding characters. My favorite character was the spear-chucking samurai Mondo. Besides exciting choreography (by the standard of the time anyway), Toshinden's background music was very catchy. I can still hum the Mondo theme today. Since I am not a 14-year-old boy anymore, it took me more than 40 minutes to clear every level and beat the final boss. That's 40 minutes of excellent workout material, watching Mondo (a.k.a. myself) slash and jab his way through different opponents and resurrect again and again after being killed.

ly me! I can run for an hour watching myself kicking boss monster's ass. Battle Arena Toshinden





**I began kicking my legs into the air like a wild buck at a rodeo.**

**-Greg Twombly**

My brother, my cousin and I are pretty devoted Capcom fighting game enthusiasts.

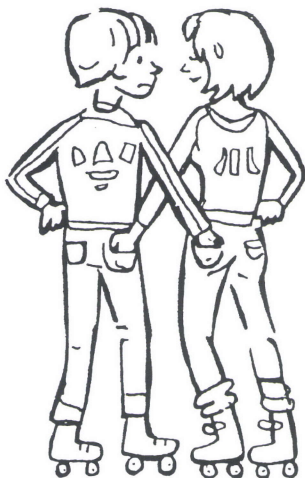
None of us are really tournament-caliber arcade rats, but we still play at a pretty high level. We only play at home, so that means that competition is limited to just us three, so yeah, it's kinda like a train where guys take turns beating each other up one at a time. The games we've been playing most recently are: Marvel vs Capcom 2: New Age of Heroes and Capcom vs SNK 2: Millionaire Fighting. The games are pretty fun and competitive, with dramatic, physical histrionics punctuating the closer fights. For example, if I'd just lost in an excruciatingly painful fashion for like the third time in a row, I'd jump around and roll on the floor, banging my head into the carpet. Or, if I won a particularly tense one, I'd leap off my seat and do a deep-knee bend while pointing slowly towards the sky. After a while, we started incorporating these strange habits into the games themselves, often as a gesture for the loser to perform so that his humiliation burns deeper. So okay, here's where it gets weird. One time after a bad loss, I fell on the floor onto a sort of push-up position (like you're doing push-ups) and began kicking my legs into the air like a wild buck at a rodeo. This was such a visually memorable act that we decided to keep it alive as a punishment for any player's loss that would fit certain technical criteria. For example, in CvsSNK2, you can choose teams of 3 from a pool of fighters. If one player defeats his opponent's 3 characters with just his first character, then guess what the loser has to do? Kicking Dance!





Marcian "Ted" Hoff headed the project team that developed the first microprocessor. (Courtesy Intel Corporation)

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"SATIN JACKETS"

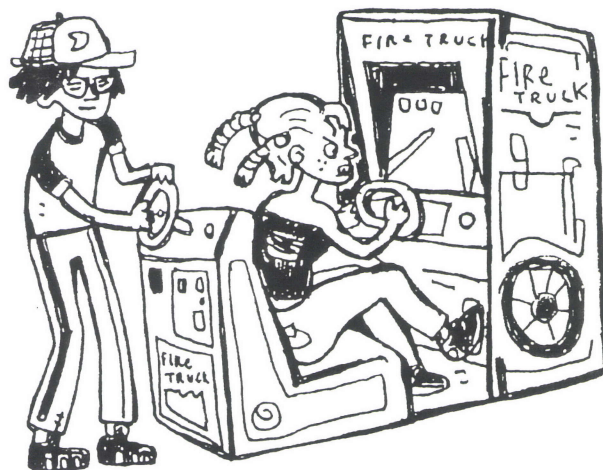


"ARCADE QUEEN"



"Q-BERT IS WEIRD"

- ☐ 720°
- ☐ BURGER TIME
- ☐ ROBBY ROTO
- ☐ GORF
- ☐ SOLAR FOX



"ATARI'S FIRE TRUCK (1978)"



P  
U  
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# THE MINIBOSSES

---

*The masters of the 8-bit instrumental talk  
shop with Raina*



After spending hours with a controller in hand, those MIDI tunes are forever etched in your brain. Some of them are repetitive and irksome, but some are catchy, memorable, and charming. You hum them all day, hours after you've turned off the NES, and can still remember them. If you are a game nerd, you probably have MIDI files on your desktop. If too much MIDI is making you feel like an android, it's time to graduate to a new kind of game music.

Enter the Minibosses. The aptly titled foursomes give a more punk rock, less synth-y performance of old MIDI favorites. Based in Tempe, Arizona, the Minibosses do instrument covers of NES-era game music, and will rock your socks guaranteed. They work with the old 8-bit music because they say it is better. They breathe new life into old hits such as the themes from Ghosts and Goblins, Castlevania, and Mike Tyson's Punch Out. My favorite is their rendition of Metroid, a haunting guitar solo that evolves into an orchestral masterpiece!

On first listen, the MB can be anything from prog rock, art rock, to metal. And you won't "get it" unless you're "in the know." Regardless, they are talented musicians and know how to inspire a crowd. Oh, and of course they are gamers. And they sound the alarm for Cute Band Alert. They are also really nice guys. I got to check out the Minibosses at the Smell in May, where they played with the Fucking Champs and the Last of the Juanitas. The crowd included some very devoted fans who kept shouting requests for obscure games and Rygar. And people were rocking out. After the show I finally got to meet the bosses, Aaron, Fred, Ben, and Matt.

Fred was unavailable for comment. He is the silent, mysterious one!

Ok, please introduce yourselves.

AARON:

Aaron Burke - 26 - guitar

Fred Johnson - 23 - guitar

Ben Baraldi - 25 - bass

Matt Wood - 26 - percussion

MATT: I also yell a lot, but it's edited out in most recordings.

**How did you guys meet? Why did you guys move to AZ?**

AARON: Ben, Matt and I met at U.Mass Amherst. We got sick of the scene out there, that was one of the main reasons for moving away, but there were a few others too. We met up with Fred out here - he plays drums in a band out here called Trois Pistoles; they are truly amazing.

**Which Minibosses do you model yourselves after?**

AARON: I like Kraid and Ridley, they're kind of the definition of the word for me.

MATT: Let's see: WoodMan from Metroid - who wouldn't like a Miniboss that shares their name?

BEN: Um... Myself? Seriously? Abobo maybe cause he's big and bald? But I am not really so bald anymore, and less big than I used to be. Aw man I don't know.

**Why do you play only 8-bit console music? Why not 16-bit? Or arcade? Why not Xbox or something?**

AARON: It's just primarily 8-bit music, really. At some points we were playing Final Fantasy VII, VIII stuff and a song from Symphony of the Night. There's just so much shit to choose from and right now we're still in the Nintendo era. Of course, if there were a really good song for any game, any system, that we all loved, that lended itself to the way we like to attack a song, we would do it.

MATT: You know, I never had a Nintendo (gasp!). I was a Commodore64 dork / Sega Master System nerd, although I got to see plenty of friends playing Castlevania and Metroid until I fell asleep on the floor... The 8-bit, in my mind required more creativity in composition simply because of its limitations. I admire someone that can make a symphony out a few beeps and squirts more than someone who relies on cookie-

cutter, pre-made songs (modern systems?). And everyone remembers

Nintendo! Don't you remember Nintendo? Don't you?

BEN: Nintendo music is better 95% of the time. There isn't enough melody a lot of the time in other stuff. Or they have Incubus songs sometimes, which makes me want to die. No problems with the ambient sound games though, they kick ass.

**Where are your favorite places to play?**

AARON: I like Modified Arts (Phoenix AZ), the Hollywood Alley (Mesa AZ), and house shows. House shows are the best, always the best crowds, the best energy.

MATT: I don't have a particular place; it depends more on the crowd at the show. I personally love playing house parties, where everyone is relaxed, standing right in front of you (or on you), cheering, jeering or leering.

BEN: The places with hot chicks that love video game music... So not many places.

**What kind of responses do you get from people who don't know anything about game music? Do you they get it?**

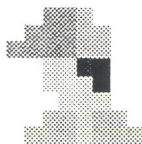
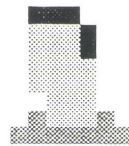
AARON: Most people who aren't familiar with Minibosses or game music like us when they see us, I think. It has a weird feel to it, almost no radical dynamic shifts; it's very much like performance rock art rather than rock and roll.

MATT: They think we're straight-out 'metal'. Sometimes, I think they pretend to get it; but you can tell, by looking in their eyes, that they don't really understand. And I feel for them.

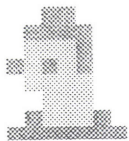
BEN: They either think we sound like King Crimson or Thin Lizzy or they can't get over the fact that there aren't words. And then we tell them what the deal is and they ask why we don't make up words for the song. And then we look at them like they are lepers.

**I hear some vocals in the mix. Do you guys write lyrics for game music? If so, what are they like?**

AARON: I would never write lyrics for a pre-existing game song. Personally, if I were to pen any video game tunes I can't see myself adding lyrics...I







like instrumentals for games... of course, there may be exceptions...

MATT: You must be mistaken! We've had some odd ideas about vocals, mostly to skirt the copyright

infringement problems of playing someone's music, but we've never put lyrics to video game songs. They were composed without vocals, then without vocals they shall remain!

BEN: \*looks at you like a leper\*.

**What are your favorite systems/ games, and why? Which games have the best music?**

AARON: I like Nintendo and PS/PS2. The games with the best music are Metroid, Zelda, the Mega Mans, and the Castlevanias. (There are plenty of other games out there though that has little gems...)

MATT: Ok - I'm a Commodore 64 fan. I loved Leisuresuit Larry - how could you not? The Commodore 64 also introduced me to the concept of strip poker - my stepfather had it as a 'secret' game, only I was able to find it and play it - life was never the same after that. Wow, what a beautiful machine... I'll never forget Tetris! Hang-on for the Sega was the first game I ever played on that machine...

BEN: I loved Phantasy Star for the SMS. Castlevania SOTN is also one of the greatest games ever. I love Mike Tyson's so much, it never gets old, and contra of course. Man I love Virtua Fighter also. Probably favorite playing experiences have been Zelda 64, Phantasy Star, Miracle Warriors, Final Fantasy III (VI), Castlevania SOTN, Tyson, Double Dragon, 4-player (and only 4-player) Gretzky hockey, and the Jedi Knight games for computer. Man they kick ass.

**Some bands you like are \_\_\_\_\_.**

AARON: My playlist for the past week - Afghan Whigs, Portishead, Mr. Bungle, the Fucking Champs, Faith No More, Oxes, Hotfoughtcold, Death of Marat, Deadys, Morphine, Ten Commandments: the movie, Trois Pistoles, After Any Accident, Bullyrag aka Fucking Thunder, Ween...  
MATT: Right at this

minute: The Fucking Champs (yes!), Ween, Radiohead, lots of local bands here in Phoenix (Death of Marat, Hotfoughtcold, Fatigo, Ten commandments: the movie...). There are too many to count, and it hurts to count.

BEN: I don't follow many bands so much anymore. I just check out some songs here and there.

**What do you guys think of electronic/dance covers of game music, like the Overclocked remixes? (<http://remix.overclocked.org/index.php>)**

AARON: In general I don't like them. I think most of them are real cheesy. People make really poor choices, really bad choices sometimes. One person I think is amazing is Virt, that guy is just on top of his shit, and I can listen to his stuff all day, the man is a genius and understands what the composers wanted.

MATT: It's not really my thing, but some of them are amazing - it takes a lot of work and skill to arrange that - and I'd love to be at a club and here a mix of the greatest 8-bit hits ever - that would get me dancing in a second.

BEN: Some are awesome, some are ok, and some suck.

**What are Minibosses fans like?**

AARON: Hah, I don't know - weird? Yeah, pretty weird.

MATT: They are mostly male, Canadian, between the ages of 13 and 30, 5'8" tall, 167 lbs.

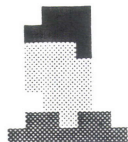
Our fans are great - especially when they're shouting out songs and cheering/yelling during the music. I have the most fun when they're right in our faces loving it as much we do.

BEN: Pretty varied I think. There are like the hardcore ones who can name the song in like 2.2, and then the casuals, and the chill people, and the psycho people.

**What do people request the most? Do you refuse to play anything?**

AARON: I think River City Ransom, Maniac Mansion, and Mega Man 2 grab the trophy for most requests... I think that during the live shows, where people know what we play, Mega Man 2 and Punchout, Double Dragon and the Castlevanias are all pretty popular.

MATT: We don't refuse to play anything,



We just... don't... play some of them. Mega Man was a huge request - surprisingly nobody really yells for Mario brothers anymore. What happened to Mario?

BEN: We never play GI Joe anymore because it is the only one we will still do with vocals. We just never set it up or practice it. We should start that again. Some people hate it though, others love it. It's such a love/hate song. Oh well, fuck 'em.

**Favorite Minibosses song is?**

AARON: Mine is Mega Man 2.

M A T T :  
Castlevania 3

B E N :

Bubbleman, hands fucking down.

**Does playing video game music get make you popular with the ladies?**

AARON: Maybe. I thought it was the other way around, but I may be wrong.

MATT: Well, honestly, no. Do you know any that we're popular with? I'm sure we'd like to meet them...

BEN: No.

**The game you are currently playing is?**

AARON: Castlevania chronicles for the PS.

MATT: Grand Theft Auto 3 - and I don't feel guilty at all, thank you.

BEN: Spiderman. Web slinging challenges good, game not so much.

**The ugliest video game character is?**

AARON: hnnnnnn, Bald Bull.

MATT: has to be Leisuresuit Larry

BEN: Boogerman. That game repulses me.

**Favorite quote from a video game is?**

AARON: "You now proressess Dracula's rib." From Castlevania 2.

MATT: #@%&!

BEN: Oh god I have no idea. Oh wait! "What is a human anyway?! Nothing but a miserable pile of secrets!" I might have fucked that up but the voice for that rules.

**The best untapped idea for a game is?**

AARON: A game where the object is to get laid, by any means possible.

MATT: RPG as a Pirate!

BEN: Make a new Combat and make it online multi-player! Old vs. newer games?

AARON: It don't matter what the fuck it looks like to me - if it plays good, I want to

play it till I get sick of it.

BEN: I don't like either better. I like the better game better. There seems to be a lot more shit out today, but I am sure I just block out old shitty games. I mean who's gonna say "I know! Let's play Ghost House!" Not many people. You tend to not remember the shit.

MATT: Whatever is the most fun - I played two dollars worth of Centipede last night (got the high score!) and it was honestly more entertaining at that point than GTA3. But you can't pick up hookers in Centipede. 🐌

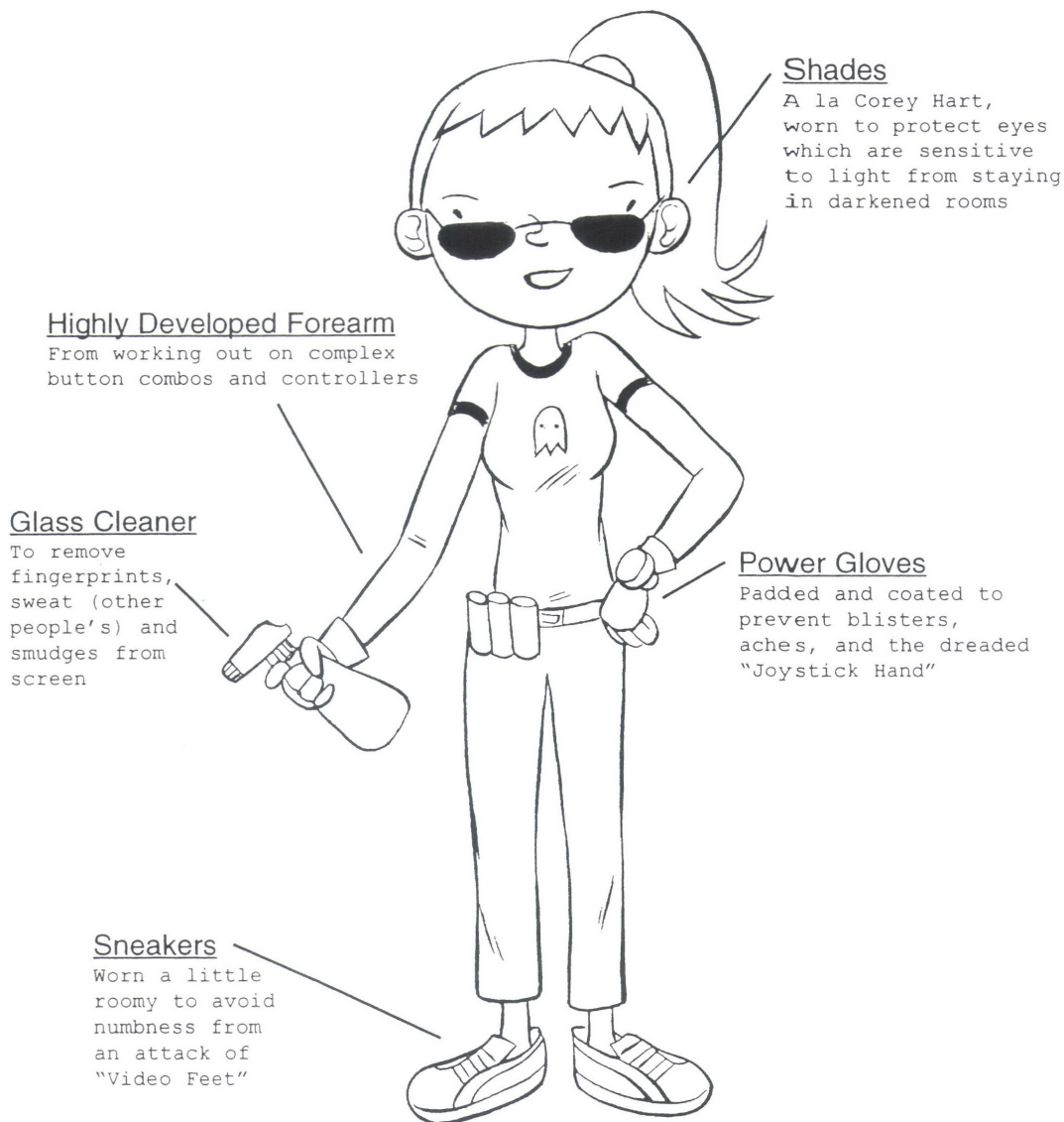
*Go hear the Minibosses at minibosses.com! And say hi to them at the Classic Gaming Expo (Vegas) August 10, and the Mid Atlantic Gamers Festival.*

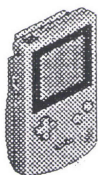




# THE ULTIMATE GAMER Esc

*Don't mess with a girl wielding Windex and quarters. She means business.  
Illustration by Martin Cendreda, text by Raina. Inspired by Craig Kubey's The Winners Book of Video Games, 1983.*





## Nanoloop 1.0 *various*

With its limited sound capacity and pixilated black and grey screen, it's amazing and downright charming to be able to do things besides game on the Gameboy. Take for example, the Pixelvision-like Gameboy Camera, or even the Gameboy embroidering machine link that lets you design a needlework pattern on the GB which you then upload to an embroidering machine. Amazingly, Gameboy music has spawned a subculture, mostly in Europe. The two main music editing programs are the Little Sound DJ, which is a sequencer and lets you compose live music, and Nanoloop, a beat-looping program with an attractive geometric interface. Both come in cartridge form, and are ideal for on-the-go gamer/budding electronic music composer who can't afford a mini-Moog.

Nanoloop 1.0 is first compilation of tracks that have been created with only Nanoloop and/or minimal editing software. In theory it sounds like promising idea, but some of the Nanoloop music is hard on the ears. Though described best as abstract electronic music, or as I like to call it, Moog on crack, many of the tracks overuse fuzzy static and high-pitched ringing, and do not provide enough variation. Some tracks leave the kind of ringing in your ears after you leave a really loud show. Perhaps the album would have made more sense to me if it had been accompanied by a multimedia light show. Though not my thing, it may be yours if you like music that your favorite outer-space video game character might listen to. Regardless, the best thing about Nanoloop 1.0 is the CD cover—tiny isometric Eboy-esque people gathered in awe around a giant blue Gameboy. So bow down to the Gameboy! But just not this!

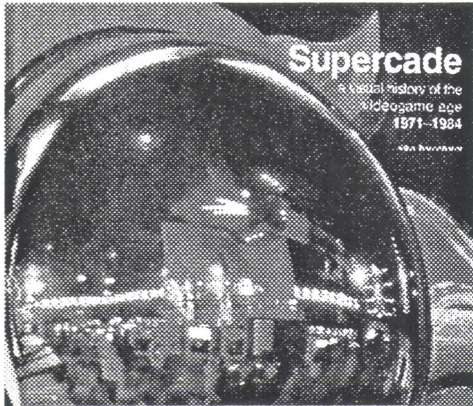


## Input 64 *various*

Lots of Europeans are still crazy about the Commodore 64. While not as popular as the Atari VCS in the States, C64 is remembered as a hearty little 8-bit computer system that introduced the layperson to programming (BASIC!), tradable games, modems and online communities. The C64 was also known for its sound capabilities, thanks to the SID (Sound Interface Design) chip. This three-voice sound chip was also an independent synthesizer that made it possible for users to program music. While many people no longer have their C64s, it is still possible to acquire the SID chip itself in PC sound cards such as the HardSID. This explains the abundance of sites devoted to C64 music and the SID devotees.

While music produced with MIDI and synths is usually ghettoized as just "video game music," it's difficult to produce something good with repeat value. Input 64 is a German compilation of notable C64 game music, and it demonstrates the complex arrangements possible with the SID chip, with themes from Turbo Outrun, Arkanoid, BMX Kidz, and Yie Ar Kung-Fu. The warm beats and synth voices saying "d-d-d-digital technology" may be dated, but they still sound great. "The Last Ninja In the Wilderness" sounds a lot of like Ninja Gaiden, and "Monty on the Run" is a slow and pensive endgame. This is the kind of music you want for a video game party. I dig the cover and interior art done in Ministeck, a Tetris-flavored French mosaic toy from the 60's. The Enduro label also recently released a remix album of Input 64, which I suspect is synth dance heaven.





## Supercade: A Visual History of Video Games *Van Burhan*

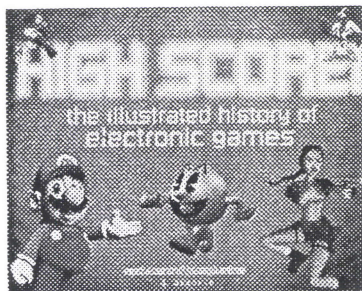
You probably went apeshit when you first saw it. This beautifully designed book by game freak and console collector Van Burhan includes big, crisp screenshots of significant arcade and console games from the beginning (Spacewar) to 1984. Supercade includes an awesome pictorial timeline, which notes groundbreaking games and systems. With lots of mileage given to Helvetica and a bright color aesthetic, the minimal 80's design perfectly complements the content. I've read some reviews where people say her book is lame because she doesn't give enough written history, but the history of games is in the pictures (graphics!). That's where the emotional response comes from. The few personal stories include Van's experience with consumer technology growing up and a guy who was on the Supercade TV game show when he was a kid. I hear Van might do a second book chronicling '84 and on. If so, I can't wait! There is also supposedly a Supercade Atari cartridge that was made to promote the book, and the Supercade game ROM is downloadable.

## Electronic Plastic *Jaro Gielens*

When I saw this at Kbond I shelled out my measly paycheck to buy it on the spot. I was so in love with this book that every page made me scream, "Oh my God!" From Buro Destruct, Jaro Gielens puts his amazing collection of handhelds into a book that celebrates the design of this ephemeral, fascinating subset of video games. He documents the make, model, country, year, and even battery type of each game, and creates streamlined icons for each. Because of their portability, handhelds have fewer design limitations than home systems, and seem to take every form possible, as is showcased in this book. I love the way the colors of the handheld blend with the color scheme of the page layouts. The games and gameplay from back then are quirky, original, and so odd! EP covers the popular Nintendo Game & Watch series, Pac Man tabletops, the lesser known Japan-only games, as well as cheapie clones. One of my favorites is the ProScreen Ludotronic that shows the game through a LCD projection that can also be beamed onto a wall! I also adore the pictures people daintily sticking one finger on the little buttons and micro-joysticks. Now that's mini gaming!



Walking away from a game will also make you look like a real pro.

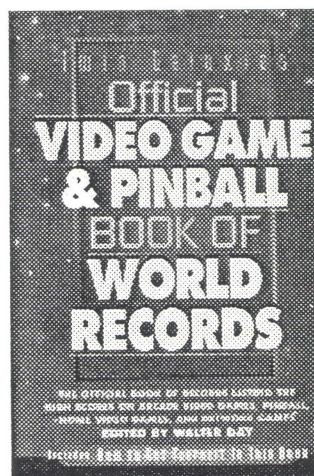


## High Score! Ruel Demaria and Johnny I. Wilson

High Score is a narrated pictorial history of video games and computer gaming, from 18th century French bagatelles, pinballs, to the present computer age. Informative articles include the beginnings of Atari, EA, Apple, and games like Pac Man, Ultima and Wolfenstein, and a great collection of ads and game packaging. Remember how the old ads were painted or drawn by comic artists, and very, very dramatic? I guess you have to be dramatic when your game is all blocks and vectors. The thing I don't like are how this book is laid out like a magazine, and how the pictures are too small- you have to squint to see the screenshots. Though the console coverage is nothing I didn't already know or find on the Internet, the book does a great job on the history of PC games. I enjoyed reading about the start-up software companies; couples, friends, and siblings quitting their day jobs and venturing into the unknown world of game developing, producing blockbuster games in their own kitchens. These are inspirational D.I.Y. stories, considering that nowadays it takes a major motion picture budget to get a game rolling. There is an interesting story about a gifted MTF transgender programmer named Dani Bunten Berry, who developed M.U.L.E. and other original titles.

## Twin Galaxies Official Video Game and Pinball Book of World Records Walter Day

I keep this book on my coffee table so people can flip through it and ponder their own (video game) mortality. Everyone first flips to their favorite game, sees what the champs got, and compares if they're anywhere near. Some games with no score system just end, so the people who complete these finite games are just listed as "finished," which is I guess a smart way of getting into the book. The encyclopedic reference tome also includes a 200-page account of Walter Day's experience during the "Golden Age" of arcade gaming, with stories about his world famous arcade and the mischievous teen prodigies of the U.S. Video Game Team. It was an era that would be marked as the "public's love affair with arcades." Walter also notes that the boys would play in hopes of getting the attention of pretty female onlookers, which is kind of endearing (see Walter Day interview, also in this issue). 🐼





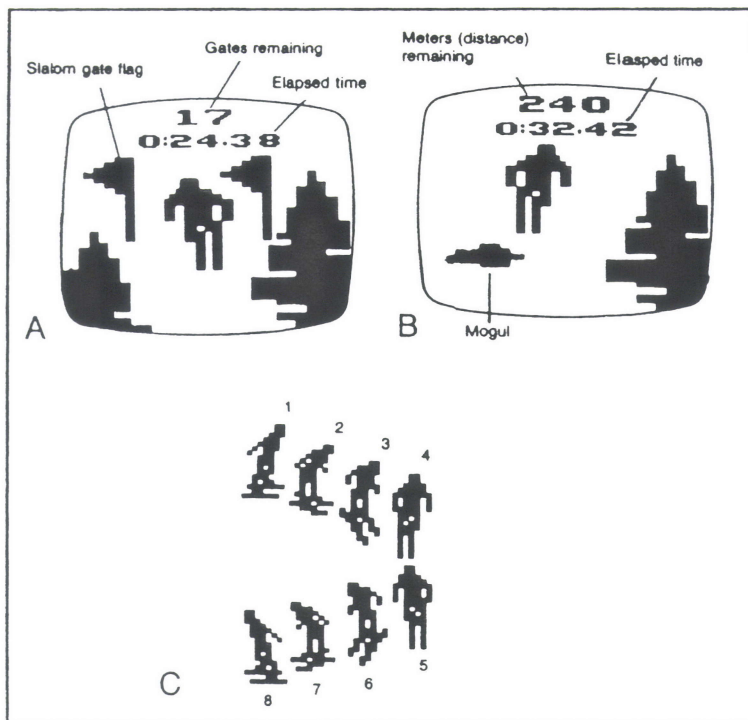


Fig. 2-9. TV screen of Skiing: (A) slalom; (B) downhill racing; (C) the eight ski positions.

Video games are obviously more than just the modern head on the coin-games beast. They are the dynamic result of a marriage between two of the 20th century's most revolutionary inventions: the computer and the television.



1-UP







# VIDEO GAME PIRACY!

by Raina Lee

zEvery since I was a kid I have been partaking in game piracy. That means peg leg and parrot on my shoulder! If you frequent Asia and have limited funds as I do, piracy is the natural progression of things. My parents never had a problem with it; being cheap Chinese parents, they actually encouraged it. So it can't be bad if my parents say ok!

Adapters, modifications, mod chips, boot discs, the complex instructions on burning games. I have hung out with a lot of cheap-o/ nerdy Asians, so that's why I know about this stuff. The boot disks, the tedious disk-switching for the PS1, the hacked PS2 that were deemed unhackable. Patch-eyed bandits, you know exactly what I'm talking about. Like Blonde Redhead says, sometimes fake can be just as good.

Games nowadays are so expensive that purchases are riskier, especially since few games have good replay value. Like trendy pieces of clothing, some games are so unplayable that they never make it out to the rest of the ensemble. With access to this subterranean world, pirating is a way to cut your loses. So until software becomes more reasonably priced, I will continue to wear my eye patch and look for modifications, games in cheap blue plastic, poor color copies, and funny English.

## ATTACK OF THE ASIAN CLONES

In addition to roms, most people recognize Asia as the heart of piracy. If those crafty Asians haven't cracked, they will. People from Asia (like my parents) do not have a problem with faux printed media, music, DVDs, games, and software, as long as it serves the purpose. While the Western world is obsessed with copyright and "authenticity," Asian culture view media as shared public information, like library books. In the States we have



ridiculously long copyright laws. Asians are not a people concerned with the "Official" anything. It is a culture of fake Prada bags and everyone's ok with that! (There is no point in buying "real" Prada, because everyone will think it's fake anyway).

Last year I went China, Hong Kong, and Taiwan and took note of what goodies I could find. "Made In Taiwan" is not a bad thing considering the unique game specimens the R.O.C. produces. Though I used to be able to find games in Shih Mung Ding (the Shibuya of Taipei) in a shopping building filled with Doraemon, Japanese toys, and video game shops, a better source of pirate wares are the night market street vendors. Shih Ling is especially good; it's a place to buy clothes like in Fruits or Cutie, and is also home of a game store that carries copied DC and PS2 games. To find that store, you have to go through the smaller alley and turn left at a temple. (I never said finding these games were easy.)

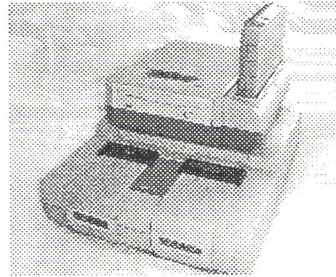
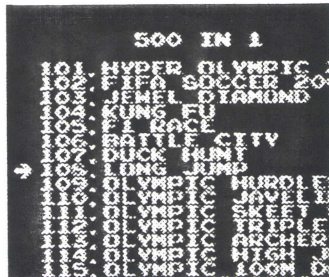
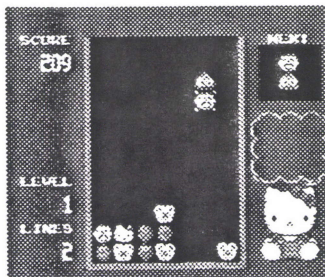
Shih Ling street vendors also sell a strange variety of NES clones, including red Famicom clone, and the PS-like Hyper Station One (see reviews). My favorite is an NES disguised as an N64 controller, where you insert the games into the back of the "controller." In China, I saw another NES clone in the shape of a Genesis, which claimed to have 1000 games. Inconceivable! Clearly, it probably really had about 30 games with 50 different names each. Shih-Ling is also where I found the 64 in 1 NES game cartridges. I could tell these were the cheapie games to appease young kids.

While Taiwan is good, Hong Kong is also an awesome media source. A native named Jonathan took me to the Mongkok electronics district, where we entered a hidden passage into an alley of pirated DVDs, games, and not surprisingly porn. This was the kind of place men in wife-beaters squat and smoke cigarettes. I wanted to take pictures, but Jonathan told me I would get my ass-kicked. The selection here was pretty rad through- HK is where I picked up the rad and the strange "Nintendo 1000 games" for the Dreamcast. Supposedly north of Hong Kong there is a city that is the source of pirated media but I didn't make it that far. Perhaps next year!

Some games don't even look like games anymore. Wondering the streets of Wuxi (China) I was browsing in a convenient store and stumbled upon rows of orange cartridges with plastic covers as flimsy that of a party cup. I wasn't sure if they were games or candy. I later figured out that this was part of the widespread NES influence, because NES (2D) lives!

South Korea is also a big capital of fake and is the production headquarters of faux designer apparel. A Korean homeboy Gunsoo took my friends and I to a an alley with small outdoor booths. They had books of DC games at about \$2-3 each; I put in my list of games and it took them a while to retrieve them. I suspect the vendors all got them from the same source in the back and were assembling the games while I waited. It was shifty, but I got what I wanted; Jet Grind Radio, NBA 2K1, Power Stone 2. The best \$3 I've ever spent was for Tony Hawk Pro Skater 2. Unfortunately, in the past few years U.S. intellectual property protectors have

Left to right: Hello Kitty Animal Tetris, Famicom 500 in 1, and Game Partner NES game copier.





ruined the party, and piracy is not as rampant as it once was. It's even difficult to find fake LV bags now (except in South Korea). But if you know which dark alleyways to look, speak good Mandarin or Cantonese, and aren't scared of squatting guys in wife beaters, you can always find the wares. Good luck!

#### *Famicon game converter*

Simple and very useful, the cartridge pins plugs into Famicon cartridges. You then insert them into your boxy, unaerodynamic American NES. Famicon games are better. Purchased at the Keelung, Taiwan night market when I was 10.

#### *Hyper Station One. (HS1)*

A cross-pollination of the 8-bit and "next-gen" console, the HS1 an NES in drag. The HS1 comes with 500 internal games, two controllers, and a light gun which works well with Duck Hunt. The flimsy grey controllers are PS-like and have four buttons. Two are for A and B, and the other two are for turbo (remember those?), which make you shoot in double time. I never realized how solid and accurate the real NES controllers were until I had to deal with this weird imposter. To insert Famicon cartridges, you open the "CD" area. Except for Duck Hunt, the included games are pretty crappy, so you'll have pick up a 500-in-one cartridge. For a \$12 system however, the HS1 is amazingly durable. It must weigh like, ten ounces. Just don't expect to install the LCD screen. Note that HS1 is produced by NASA (see photo page 44). Because NASA can produce some kick ass games!

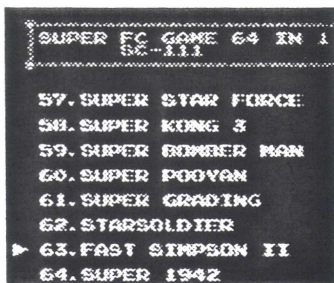
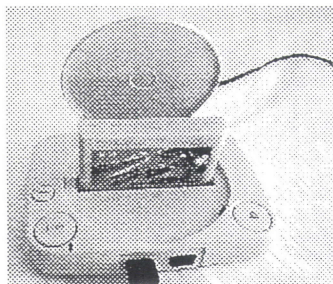
#### *Dreamcast boot disk*

Back when high speed internet was a new thang, people were downloading DC games from strange places. This is the disk that can boot up hacked games. It also works to convert European DC games (Euro Shenmue 2!), but not Japanese ones. I like the hackers put a spinning reindeer graphic at boot up.

#### *Sega Smash Pack: Complete Genesis Collection (DC)*

A Genesis emulator for the DC, these disks contain an obscene amount of 16-bit. The title screen is plain text that looks like Dos or something just as arcane. The games take forever to boot but they are the real deal, including Space Harrier, Lemmings, After Burner, and Castlevania. Since they run at a lower frame rate the games are a little slow (you can adjust it). Actually, the visuals are not that bad; but the audio sounds as if it was fed through a paper shredder. The most annoying part of the Smash Pack is selecting the games; the list of roms are in such a small typeface that you have to squint, if you can read them at all. Like PC document, the games only list the first 8 letters with a .bin at the end, so you might not know what you're end up loading. With that many games, it's a surprise every time. There is also no "soft reset," which makes it a hassel if you want to play

Left to right: NASA's Hyper Station One, Famicon 64 in One, and the Tetris Specialty Famicon game.



another game. I wanted the myriad of games. It took forever since I had to constantly turn the DC on and off.

#### 1000 Games Nintendo (DC)

Upon first sight, they were too good to be true. Hundreds of NES titles on my new favorite system, and all on one disc? How did they merge Sega and Nintendo? I figured the discs must run an emulator, because they work like emulator versions. Of the Sega, NES, and SNES emulator games, the 1000 Games Nintendo were the best. It included Akira, Dragon Spirit, 720, Arkanoid, the Adventures of Lolo to name a few. There is no way a normal human can sit and try all of them. I played an odd game based on Asmik the pink dragon, a Super Mario Bros. type game that had surreal backdrops of silverware and fried eggs in the sky.

#### Super Famicon Games (DC)

Few games in this five disc set worked, and they all seemed to be Japanese fantasy RPG's anyway (not my favorite genre). When you boot the disc, it starts off a trance Merry Christmas song, and the screen starts to snow. These discs are the slowest, and also makes the DC reset. The games include Space Invaders, Chrono Trigger, Super Street Fighter, Mortal Kombat. In addition to the broken games, some just jokes. Like Super Mario Wars, where Mario and Yoshi jump around a rastafari catapillar, who is smoking a bong on a giant mushroom tagged with "Sonic sucks." There games are in slow mo too. The audio sucks on this one too.

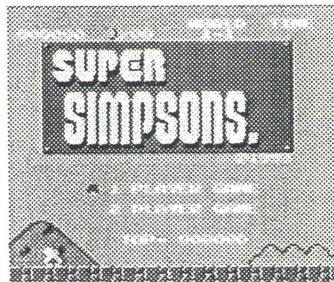
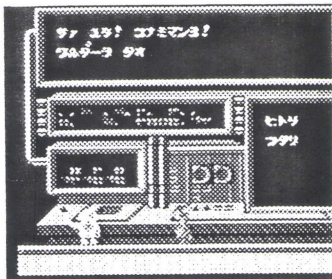
#### The Game Partner, SNES game copier/ floppy disk drive

The Game Partner is an external floppy disk drive for the SNES, which lets you copy games onto 3.25" floppies, and play copied disk games. To copy a game, insert the cartridge into a slot at the top, turn on the system and disk drive. Select copy from the menus, and watch it load! Very convinient; I have a bunch of disk games I bought in Taiwan for cheap, including R-Type 3, MK2, NBA Jam,

## EMULATORS: Games Reincarnated

Who doesn't know about emulators? I love them so much that I am going to talk about them anyway. An emulator basically simulates a system and plays roms (or games). Stella emulates Atari, MAME emulates arcades, and Rock NES emulates NES and so one. It's like being able to channel games back from the dead! Because some titles of defunct companies aren't being sold for profit anymore, distributing games are not taking profits from anyone. Purists think this is downright wrong, such as my game industry friend who wants me to wear an eye patch. Either way, emulators and roms are widely available if you know where to look. Emulators are easy to find, roms are a bit tougher. You can find them on strange

Left to right: unknown Famicon game, 1000 Games Nintendo for the Dreacast, and Super Mario knockoff Super Simpsons.





Ranma 1/2, and Star Wars. One of my most useful pieces of pirates loot.

#### 64 in 1, Famicom

One of the Shih Ling Street market purchases, this cartridge includes a good set of playable games as well as a hilarious hack of Super Mario Brothers with the Simpsons. It look like you begin as Lisa and power up to be Bart, and the coins blocks have Chinese letters on them. Other games include Pooyan, Macross, Gradius, Galaga, and Goonies 2. There is also a quirky game I had never seen called Nuts and Milk, that is like Donkey King junior. Very useful!

#### Gameboy 100 in one game

European/ Russian/ Mexican sites, and have funny names like EmuChrist.com. Rom sites also experience porn-like high traffic, so crappy sites make you do "click thrus." So when you find a good site sans pop ups, download everything you ve ever wanted because most likely the authorities will shut down operations in the future. Like any junkie, periodically you ll have look for a new source. Also, whenever you download a rom, the site tells you that you have to already own it. Does that mean I own thousands of games? I mean, I don t have enough room in my apartment! Roms are more convenient for my chic metropolitan lifestyle. Duh.

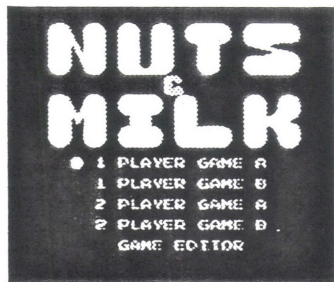
In addition to the Game Partner, this has been one of the most useful, because when you have your Gameboy on the go, who wants to lug around all those tiny little cartridges? This includes Pac Man, Space Invaders, Mario Land, the awesome Revenge of the Gator, and other lesser known titles.

Other Stuff I don't haven that is still neat N64 Hard Drive with LCD display.

My neighbor Pat had one of these, which no doubt he had brought back form Taiwan. Without the clutter of the floppy disk system, this was an external hard drive that you'd insert into the N64. You load the games by scrolling through the menus of copied titles. ㊦

*There is too much pirates booty to name. For more, visit [lup-zine.com](http://lup-zine.com).*

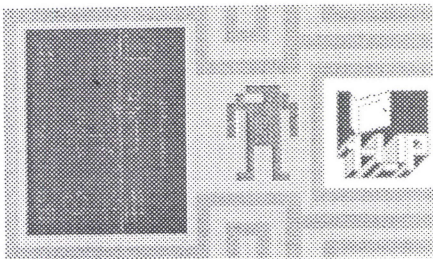
Left to right: The bizarre Nuts & Milk, the Hyper Station One produced by NASA, and Casltevania Bloodlines for the Sega Dreamcast Pack.



Games let you take part, allow you to not just escape into another reality, but be the star. You can be a hero for a quarter. That's what it's all about." -Eugene Jarvis, game designer for Defender

# VIDEO GAMING ACCESSORIES

*You want to know how to be the coolest gamer on the block? Get a lot of practice, drink plenty of fluids, and oh yeah, it doesn't hurt to read 1-Up.*

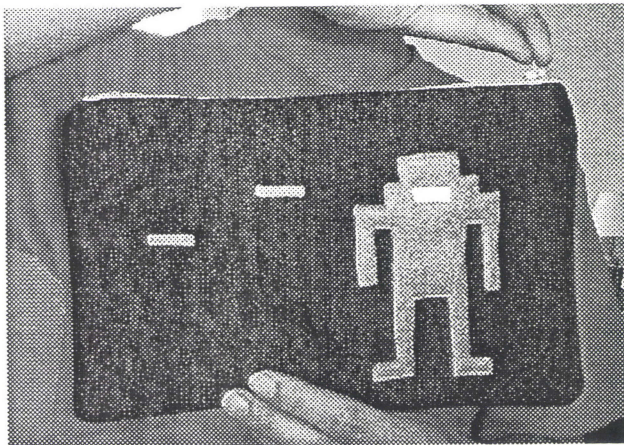


## **1-UP, Issue 1.**

\$4 ppd. Includes How Tetris Saved My Life, Arcadesploitation films of the 80 s (D.A.R.Y.L! Joysticks!), rules on arcade etiquette, comics by Martin Cendreda, a feminist reading of Um Jammer Lammy, and more! Hand-silkscreened cover by John Pham, graph paper inserts, made with personal care. And was plugged by Le Tigre at the Glasshouse show and featured in UK s The Face and Edge magazines.

## **Arcade accessory bag.**

\$22 ppd. Felt designs of your favorite games (Berserk, Pac Man, and Space Invaders) sew onto a denim zipper bag, and lined with red or green gingham. Perfect for art supplies or Gameboy, or as a fashionable clutch to woo your friends. These take me a long time to make so I apologize for the high price.



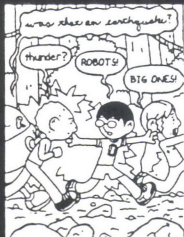
## **1-UP T-shirts.**

\$14 ppd. Hand-printed on baby blue and white, featuring Olive Gilot on the 1 s and 2 s. Our homage to the lightening fast wrist skills of gamers and turntablists alike. Girls M/OS, Boys L. If you have special size requests please contact me. Also, see [1up-zine.com](http://1up-zine.com) for pictures.



1-UP MegaZine





John Pham also does a charming comic called Epoxy. He can be browsed at:  
[www.epoxypress.com](http://www.epoxypress.com)  
 or written at:  
 PO Box 361135  
 Los Angeles, CA 90036

If you are already familiar with Martin Cendreda then you haven't read the EXPO Anthology, Giant Robot, or Random Milk. Do yourself a favor and check out:  
[Zurikrobot.com](http://Zurikrobot.com)



## 1-UP Seeking Submissions!

Looking for personal stories, comics, art, and criticism about the video game experience, as well as the thinking person's game reviews. This means the review has to be about a game or an aspect there of that is important to the everyday world. So if a game has killer graphics, great, but if it makes you rethink, say, your relationship to technology (like that very disturbing self-referential sequence in Metal Gear Solid 2 that told me I had been playing video games for too long and to turn the PS2 off) then that's even better.

Please check out [1up-zine.com](http://1up-zine.com)

Or email [raina@1up-zine.com](mailto:raina@1up-zine.com).

## chamber

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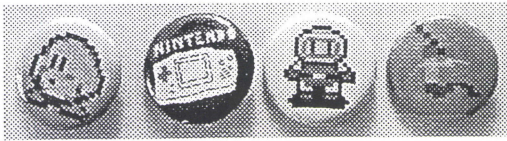
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dear raina,  
got your zine today. its excellent! Most things written about video games are a bit brainless, ive just now realised by reading your zine.  
awesome silkscreened cover. also, i quite like the design. wouldnt have changed a thing myself.  
very, very cool. its funny, your zine has brought up lots of memories. yeah, i'll say hi at the comic con. I m going this year.

justin (teen idol)  
*Visit Justin s awesome pin collection- including the hand-drawn GBA, Bomberman, and Turbographx 16 pins!*



Dear Raina,  
Well, I finally got to read the copy of "1-Up" that I bought from you at APE back in February. All of the weeks since then, it has been passing from hand to hand among friends and acquaintances who said, "What?! Wow! I used to..." and then the issue would be gone for another week.

Now that I've read it, I can say, "It's great!" Even to a guy who stubbornly refused to play those games back in the day, staying loyal to pinball (though even I admitted that the pinball version of "Space Invaders" was one of the most fun games at the time.) The only video game I played back then was Pong.

Keep up the great work / play!  
- Daniel

Hey Raina!!  
I just wanted to tell you that I loved it! Great content. I thoroughly enjoyed reading through it. My fiancé, Marcial, also got a great kick out of it.

One of my favorites was the "Pac Mom"

comic, because my mom was a lot like that. She just ruled at Pac Man. These days, she's into Solitaire on the PC, and is pretty consistent at winning. She doesn't like "Draw 3" mode tho. But seriously, I really liked the whole thing. I just wanted to tell you how cool your zine is.

best,

PM

*Check out Phuong-Mai s Bui Quang s cool manga-inspired comics, Tea Club at <http://www.pmbq.com/tea-club/>*

hey raina,

Your zine is tops...I like that movie Joysticks too. Did you ever read BLIP magazine when you were a kid? It was a video game mag that marvel put out. I think scholastic also made one too (i forget the name) that was in the format of Dynamite/ bananas..

Yes, my mom is pacman. Realy and truly. Question: why is Jr. Pac MAN so impossible??? I have been trying to BEAT IT my whole life?!

I like the arcade scenes in Nickelodeon's YOU CAN'T DO THAT ON TELEVISION. Have you read Paul Zindel's novel "The Girl Who Wanted A Boy"? It has scenes that take place in an arcade at a go-kart place. I like that book.

Some of my favorite 2600 games:  
Miner 2049er, COCONuts, SWORQUEST

THANKS AGAIN!@!!!!

dave k.

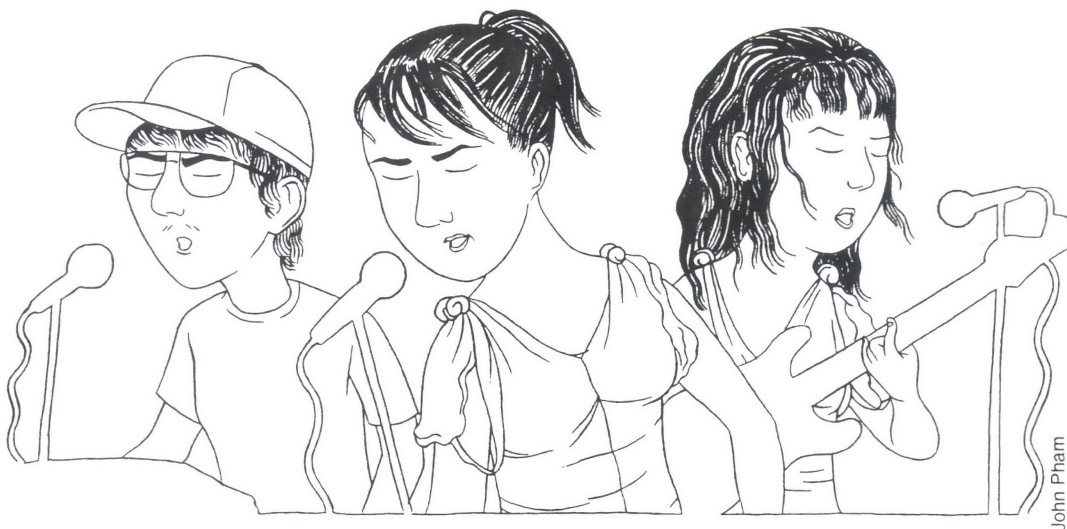
check out Dave s rad comics. They rock!  
<http://www.usscatastrophe.com/store/index.html>

I enjoyed reading it very much. I too grew up in the era of the arcade. The arcade in my hometown used to be a great place to meet up with old friends when back in town from college. after it shut down (I think someone got stabbed there, oops) it certainly left a void. Anyway, thanks for the zine.


Mark



# LE TIGRE LIKES VIDEO GAME ZINES



The fact that Le Tigre plugged 1-Up during their show is probably the most exciting thing a grrl can ask for. This is how it happened. John and I were getting ready to go to the Pomona Glass house show. John saw J.D., Johanna, and Kathleen in line at our post office in Miracle Mile. Before he could pee in his pants, he introduced himself to them, and then ripped open a packaged of zines and comics (1-Up and Epoxy) that he was going to mail to James Kochalka, and gave it to J.D. instead. The following night at the show, someone in the front of the audience was trying to hand Kathleen a flyer, and she broke out, "Are you the one who does that zine about video games? The one with how Tetris saved my life... it was really beautiful! We read it all throughout dinner!" Of course, John did not want to let someone else take credit and yelled out spastically, "We did the zine, she did it!" pointing to me. The whole time, I was thinking, "What? Someone else did a zine about video games and is also at Le Tigre?" And John was like, "No, they're talking about 1-UP!" The sea of people parted and Kathleen Hanna started talking to us, saying how much she liked the zine, and that if anybody wanted it they could get it from me.

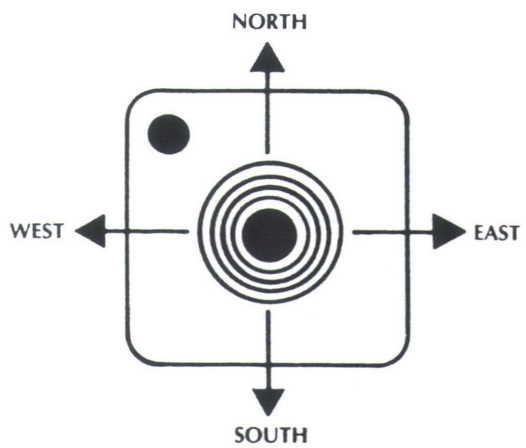
Everyone I went to the show with agreed that it was one of the best shows ever, giving off the kind energy that makes you want to form a band, make meaningful art. Thanks J.D., Kathleen, and Johanna, you girls rule! 

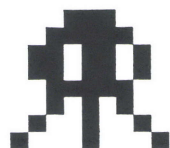
Raina Lee Jan. 31, 1984

### My Favorite Games

I like to play Video Games because it's fun to play.  
The video games I like best are Digdug,  
Donkey Kong, Octopus, and Galaga. I could beat the  
high score.











1-UP MEGAZINE

WINTER 2002

2-D LIVES

